WHITE DWARF

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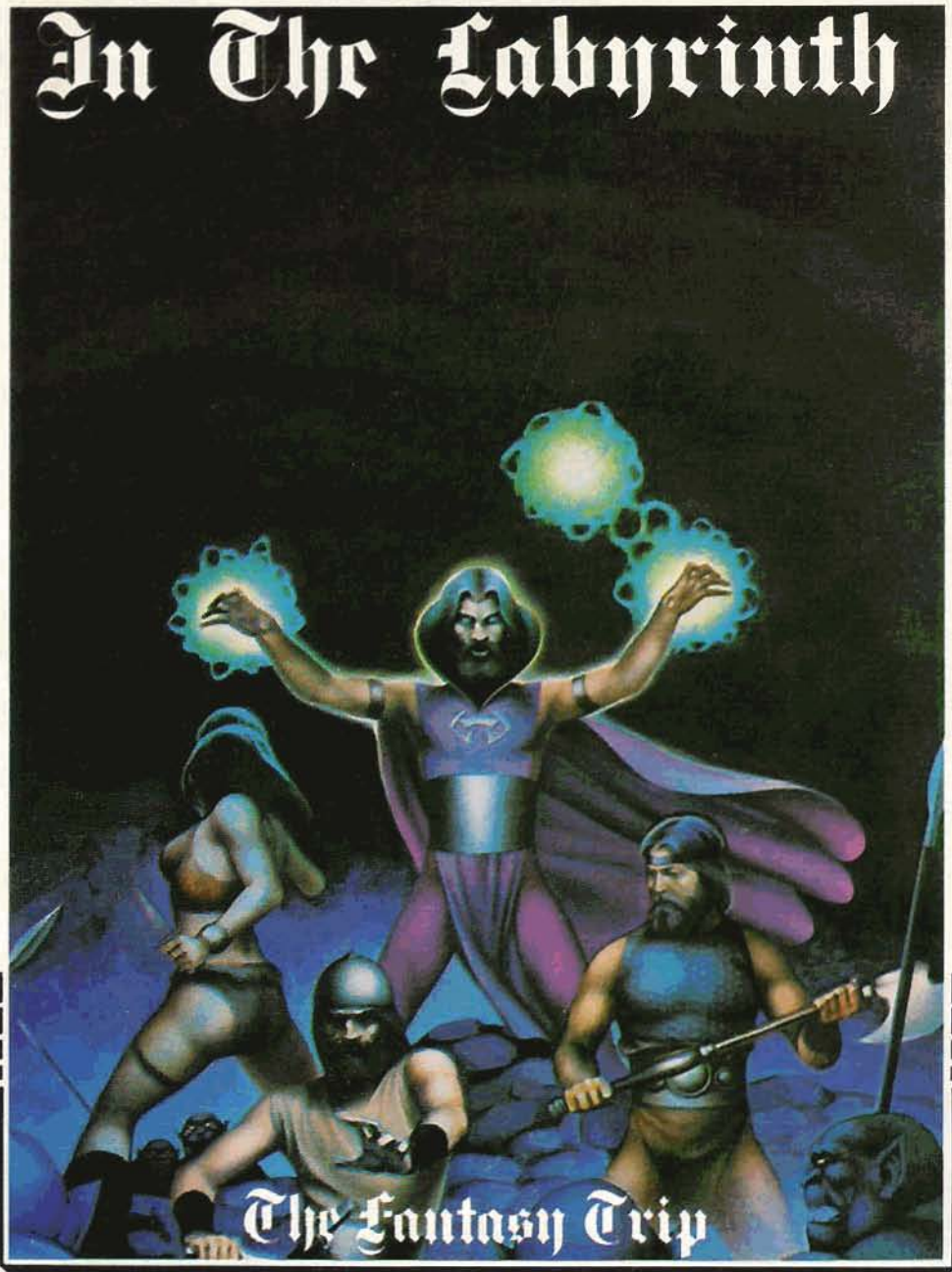
In The Labyrinth



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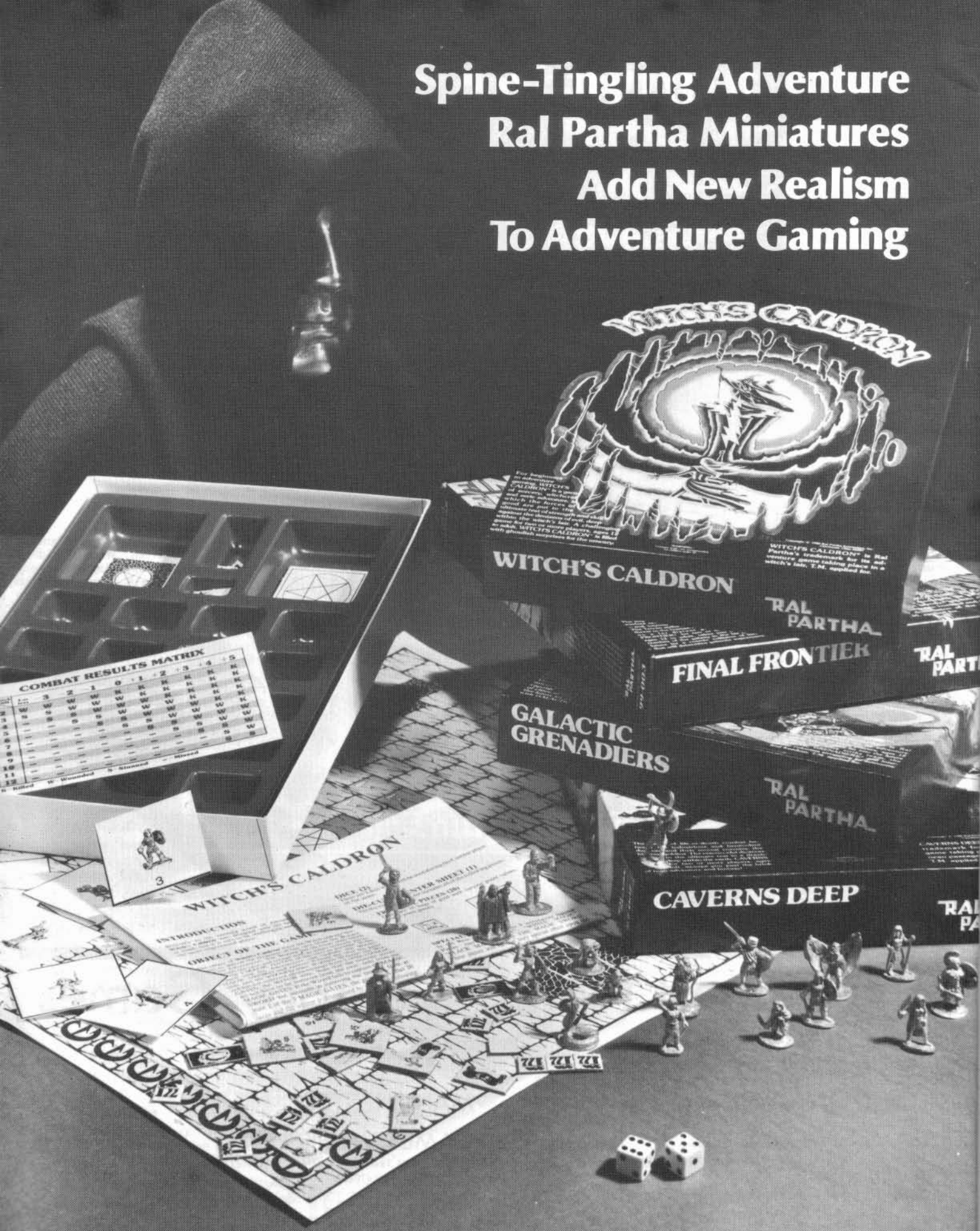

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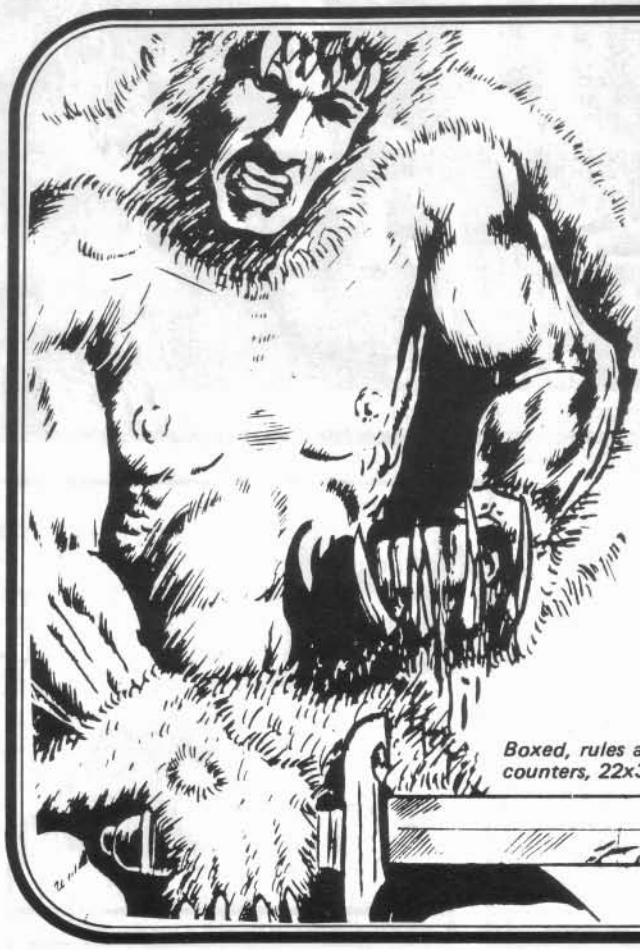

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FF49

Killing spiders is thirsty work, so you stop off for a pint of ale at the *Ruptured Skunk*, run by the ever-miserable Flat-nose Lockwood . . .

FS57 *FS59*

FTG10

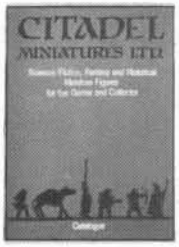
A choice of paths is resolved by crossing the palm of a little old man with silver...

FS55

FF53

FS28

. . . other adventurers were not so lucky!



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ES63

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Issue No. 22

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EDITOR: Ian Livingstone
DEPARTMENTAL EDITORS: Albie Fiore, Steve Jackson, Andy Slack, Bob McWilliams
COVER: Eddie Jones
ARTWORK by: Chris Beaumont, Alan Hunter, Russ Nicholson
PRODUCTION ARTISTS: John Bradley, Mary Common
TYPESETTING by: Mary Common
PASTE-UP ARTIST: Liz Lindars
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Argument continues to rage over which fantasy role-playing system is the 'best'. *D&D, C&S, RuneQuest, The Fantasy Trip* and others vie for this honour.

The task of deciding which is 'best' can only become harder as more games enter an already crowded market. Most of them, it seems, are cannibalised by GM's and used to expand already-existing campaigns — usually *D&D* ones.

Yet, it should be asked, is this a relevant question? Is not the 'best' system for a group the one that groups prefers — purely a matter of taste?

Many will argue that in the end, it is the GM who makes or breaks a campaign. A good GM will produce enjoyable adventures whatever rules he uses, and conversely no system by itself guarantees an enjoyable campaign.

If the 'best' system is the one which most people prefer to play, then *D&D* must win. But I would be interested to learn which system readers think is best, and why.

Ian Livingstone

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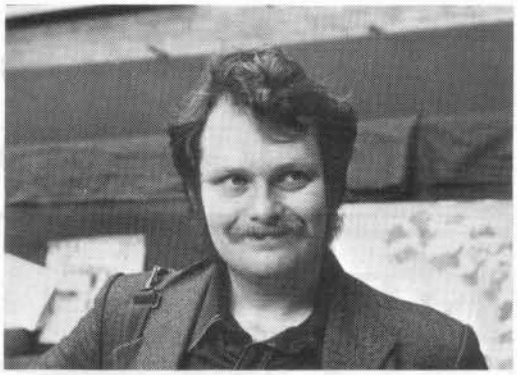
GAMES DAY '80

On 27th September 1980, the Royal Horticultural Society's New Hall in London was the venue for 4,500 gamers who attended *Games Day '80*. This was the sixth *Games Day*, and plans are being made to make this popular event into a two-day convention next year. Among the many events this year, we saw:

Eric Solomon, inventor of Black Box, Thoughtwave, Alaska, *and others demonstrates his new game,* Entropy.

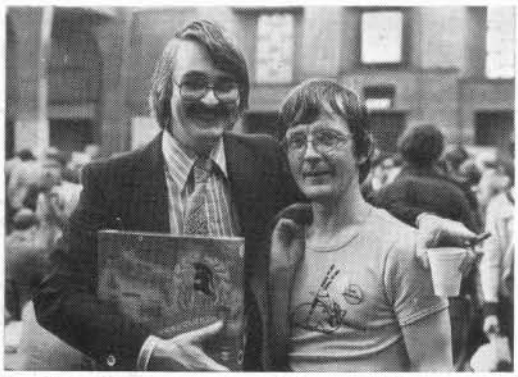


David Isby, inventor of Air War, To the Green Fields Beyond, *etc, etc, flies in to Games Day from New York.*

Steve Kemp, author and well-known figure painter, demonstrates his skills.

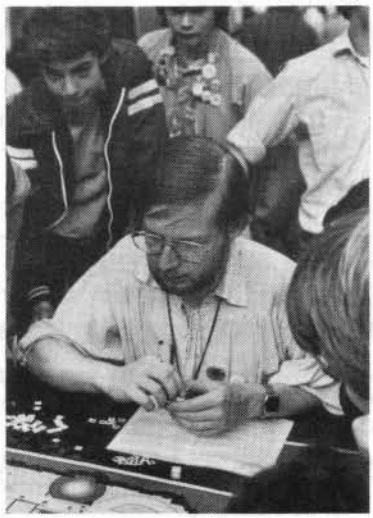
Derek Carver (right), games inventor, explains his new game, Doctor Who.

Games Day is an event where the players not only see and play games, but also get the chance to meet inventors and personalities. Our photographs show some of the celebrities on hand to answer questions and demonstrate their games.

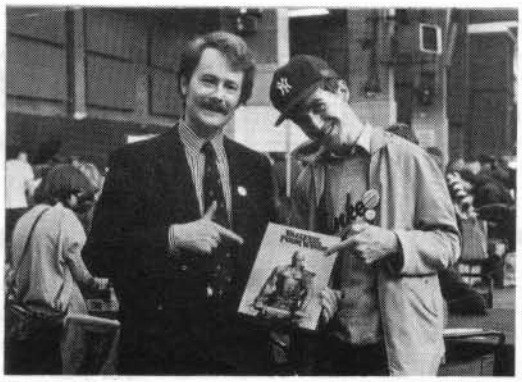


Ken Broadhurst, inventor of Imperial Governor *and* Strategos, *tries his sales pitch on Bob McWilliams, designer of* Leviathan *(the new* Traveller Adventure 4*) and editor of the* White Dwarf *department,* Starbase.

Andy Slack of White Dwarf *magazine demonstrates* Azhanti High Lightning.



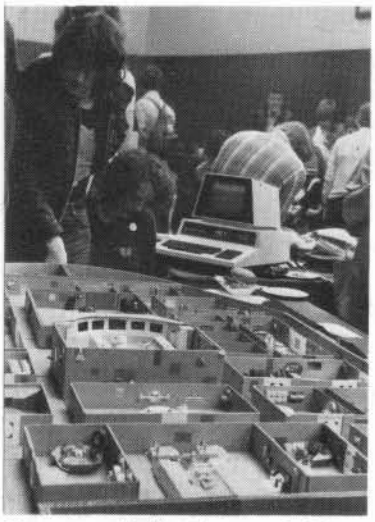
Prolific American games inventor, Sid Sackson explains his new game Focus.



Charles Vasey, renowned writer and editor of Perfidious Albion, *tries to convert a baseball fan to boardgames.*

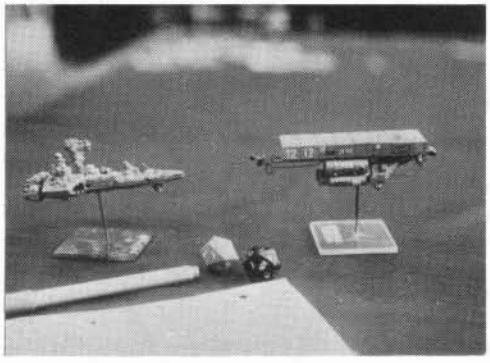
D&D, *and the players still cause problems despite 2 DMs with 2 computers!*

A wild west skirmish attracting the usual high interest and excitement.



Computer-aided battle on a giant starship run by Wargames Action Group.

Games Day is an event where new games are released and old favourites are played. Whilst science fiction and fantasy gaming is much in evidence, wargames, abstract games, electronic games, and family games all play their part as well. This year it was possible to try and beat members of the world champion Tiddly Winks team or try out the oriental games of Go and Shogi. Computer games were really popular and queues formed around Rob Easterby and Erith Wargames Club's five Commodore PETs in order to play Space Invaders and Adventure. The Figure Painting Competition attracted some superb entries and the winners were: 54mm Class — Nick Reynolds; 25mm Single Figure Class — Duncan Probert; 25mm Multi-figure Class — Mike Brunton.



A naval tanker being escorted through deep space.

A PET computer and eager operators.

Four thousand five hundred people can't be wrong.

This year's *Games Day* had the highest one-day attendance of any games event of its kind, even surpassing the mighty American conventions. If plans proceed to make *Games Day* into a two-day convention next year, it could be the highest attended convention in total.

GAMES DAY AWARDS — 1980 RESULTS

BEST GAME (Any Type)
1st — *Dungeons & Dragons*
2nd — *Traveller* 3rd — *Diplomacy*

BEST WARGAME
1st — *Squad Leader*
2nd — *Diplomacy* 3rd — *Kingmaker*

BEST SF/F GAME
1st — *Dungeons & Dragons*
2nd — *Traveller* 3rd — *Diplomacy*

BEST ABSTRACT GAME
1st — *Master Mind*
2nd — *Black Box* 3rd — *Skirrid*

BEST FAMILY GAME
1st — *Monopoly*
2nd — *Cosmic Encounter*
3rd — *Sorcerer's Cave*

BEST TABLE-TOP RULES (Any Period)
1st — *WRG Ancients*
2nd — *WRG Modern* 3rd — *Tercio*

BEST ELECTRONIC GAME
1st — *Space Invaders*
2nd — *Atari TV Game System*
3rd — *Electronic Master Mind*

BEST BOARDGAME (Any Period)
1st — *Diplomacy*
2nd — *Kingmaker* 3rd — *Squad Leader*

BEST ROLE-PLAYING GAME
1st — *Dungeons & Dragons*
2nd — *Traveller* 3rd — *RuneQuest*

BEST FIGURES MANUFACTURER
1st — *Citadel Miniatures*
2nd — *Ral Partha* 3rd — *Asgard*

BEST FIGURES RANGE — HISTORICAL
1st — *1200AD (Ral Partha)*
2nd — *Dark Ages (Citadel)*
3rd — *Napoleonics (Minifigs)*

BEST FIGURES RANGE — SF/F
1st — *Fiend Factory (Citadel)*
2nd — *Collector's Series (Ral Partha)*
3rd — *Spacefarers (Citadel)*

BEST WARGAMES MAGAZINE
1st — *Strategy & Tactics*
2nd — *Military Modelling* 3rd — *Phoenix*

BEST SF/F MAGAZINE
1st — *White Dwarf*
2nd — *Dragon* 3rd — *Ares*

BEST GAMES FANZINE
1st — *The Beholder*
2nd — *Trollcrusher* 3rd — *The Storm Lord*

BEST GAMES PUBLISHER
1st — *TSR Hobbies*
2nd — *SPI* 3rd — *Avalon Hill*

BEST GAMES INVENTOR
1st — Gary Gygax
2nd — Jim Dunnigan 3rd — Marc Miller

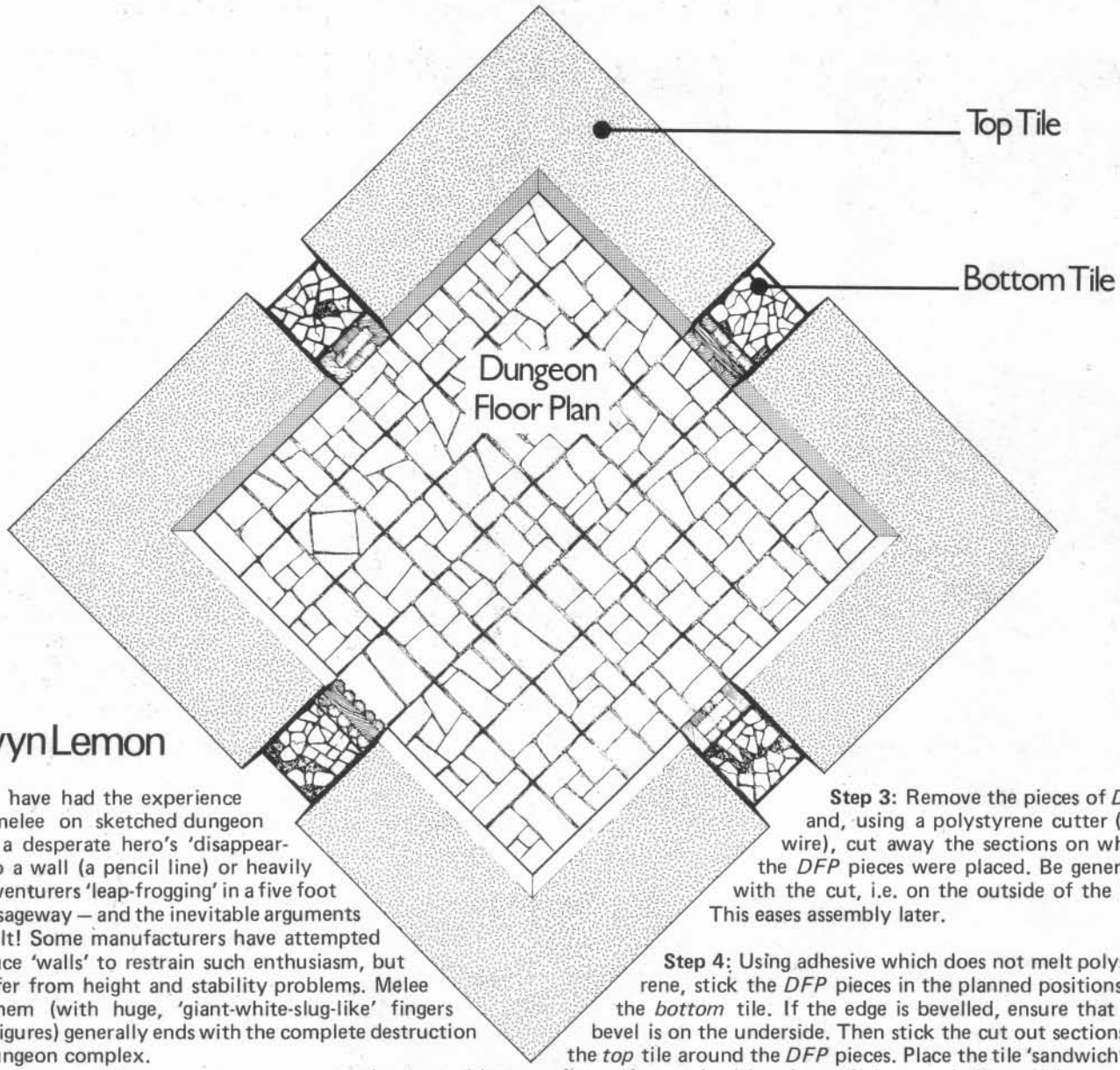
BEST GAMES PERSONALITY
1st — Gary Gygax
2nd — Don Turnbull 3rd — Charles Vasey

BEST NEW GAME OF 1980
1st — *Top Secret*
2nd — *Air War '80* 3rd — *Bushido*

PHOTOGRAPHS BY IAN LIVINGSTONE AND STEVE JACKSON.

3D DUNGEON DESIGN

STONE WALLS DO NOT A PRISON MAKE BUT POLYSTYRENE TILES MAKE EXCELLENT DUNGEONS.



by
Mervyn Lemon

All DMs have had the experience during melee on sketched dungeon plans of a desperate hero's 'disappearance into a wall (a pencil line) or heavily laden adventurers 'leap-frogging' in a five foot wide passageway – and the inevitable arguments that result! Some manufacturers have attempted to produce 'walls' to restrain such enthusiasm, but they suffer from height and stability problems. Melee inside them (with huge, 'giant-white-slug-like' fingers moving figures) generally ends with the complete destruction of the dungeon complex.

Some of you may have seen my attempt to solve the problems at Games Days '79 and '80 as well as Dragonmeet III. First, your options: you can either construct a complete dungeon, including all the interconnecting corridors and doors, or, if you believe mapping is an essential part of the game (and not just something with which the low level cleric gets lumbered), you can produce standard room/chamber modules only, which will fit any part of your layout when required. This latter system is also a good idea when g.p.s are running low. When finished, each module is two tiles thick and has a 'wall' one tile thickness high, sufficient to stop the 'disappearing acts', but allowing easy access for fingers to move figures.

For each module, you will need two polystyrene, ceiling tiles (approximately 12"x12"x¼"), adhesives which will not dissolve polystyrene, a polystyrene cutter and some sets of *D&D Dungeon Floor Plans* (*DFP*). OK, now to work:

Step 1: Plan your module on a piece of graph paper. Do not forget doors, cupboards, etc. Then cut some *DFP* to the correct size – remembering that each square represents five foot to the scale of 25mm figures – according to your plan.

Step 2: Place the pieces of *DFP* on the *top* tile in position. If the edge is bevelled, ensure that the bevel is at the top. *Don't stick them down yet,* but mark round them with a felt tip pen.

Step 3: Remove the pieces of *DFP* and, using a polystyrene cutter (hot wire), cut away the sections on which the *DFP* pieces were placed. Be generous with the cut, i.e. on the outside of the line This eases assembly later.

Step 4: Using adhesive which does not melt polystyrene, stick the *DFP* pieces in the planned positions on the *bottom* tile. If the edge is bevelled, ensure that the bevel is on the underside. Then stick the cut out sections of the *top* tile around the *DFP* pieces. Place the tile 'sandwich' on a flat surface and, with a sheet of glass, or similar weight, on top, weight it down until dry. This will ensure that it remains flat.

On you go to the next module, ensuring that it matches up to any adjacent module.

Improvements: You can contour the polystyrene 'beads' to give the appearance of rubble or cave walls. By applying black water-based paint on a roller to the top surface of the module, the effect is even more dramatic. If you are producing only room modules, then by placing a door in the centre of each wall with a short section of corridor leading to it, it becomes a 'universal' room. If you want less than four entrances, suitably cut waste pieces can be inserted into the gaps to cover them. Secret doors can be produced in the same way.

How To Use The Modules: Pieces of black or white card (depending on the module surface colour) should be cut larger than the *DFP* pieces and then pinned into position on the top surface by bead headed mapping pins. These cards are lifted or slid as adventurers progress. A few false ones soon dissuade the 'secret door fiend' from wasting his time. The modules can be easily stored in a pile and are light and easy to carry.

A simple idea, but I and those with whom I game have found it useful and a colourful addition to our play-aids.

ROBE AND BLASTER

Upgrading Aristocracy in Traveller - by Rick D. Stuart

TABLES

Table I: Social Status

Social Status	*Title*	*No of d6 Rolled on Table II*
11	Knight	1
12	Baron	2
13	Marquis	3
14	Count	4
15	Duke	5
16	Archduke	6
17	Viceroy	7
18	Viscount	8
19	Prince	9
20	Emperor	10

Table II: Benefits & Privileges

Dice Roll	*Result*
1	Pension
2–4	Merchant House Holdings
5–7	Space Lane Carrier Holdings
8–9	Court Influence (1d6)
10–11	Ancestral Lands
12	Immediate Inheritance
13–15	Right of Free Passage
16	Cash Grant
17–18	Estates
19–20	Right of Escourt
21–24	Right to Bear Arms
25	Cash Grant (Doubled Value)
26–30	Asst. Governorship
31–34	Governorship
35–38	Court Influence (2d6)
39–42	Viceroyship
43–46	Quadrant Leadership
47–52	Right of Decree
53–54	Nobility Creation
55–56	Right of Pardon
57–60	Right of Taxation

All results gained on table above are cumulative. Players of high rank roll for each level of nobility up to and including the present level. E.g. A baron would roll once as a knight and once as a baron for the benefits.

One of the interesting features of GDW's *Traveller* game system is the idea of an interstellar aristocracy as represented by character Social Status ratings. Regrettably, this is also one area which the designers have failed to elaborate upon, leaving players with titles and no privileges to back them up, and likewise no real incentive to upgrade their status through various activities, dealings, etc. The following variant is offered in hopes of redressing this deficit and adding some depth to the *Traveller* nobility.

One immediate difference between standard *Traveller* nobility and those allowed by this variant is the addition of several new titles beyond Duke and Duchess. Moreover, nobles have privileges and rights conferred upon them specific to their station, with an accumulation of benefits as they rise in status. (See tables).

Another interesting feature of this new nobility is the right of *patronage*. Patronage can be dispensed in one of two manners. Firstly, any noble having acquired a specific privilege or benefit as given below more than once has the option of "bestowing" that specific privilege on another character. The recipient can be non-noble in nature but must have a current Social Status of at least 8 or better, and such a bequest must be ratified by a die roll of 7 or better on 2d6.

Secondly, nobles use their patronage to sponsor non-noble characters into the aristocracy by the following method.

A die roll of 9 or better on 2d6 is needed with the following modifiers:

DM: + Sponsors current bribery skill level (if any).
A *Negative* DM relecting the recipient's current social level as expressed as a difference in the following manner: *10 – Recip. Soc. Status = Neg. DM.*

Patronage in this last option cannot be allowed to be abused or misused however. To that end any noble failing to have his ►

client's nobility status ratified must forfeit one specific privilege already gained at his option. In this manner some constraint on the use of patronage is made. Note that this procedure applies to individuals originally non-noble being raised to Social Status 11 only, and may not be used to upgrade nobles from one level to another!

In this manner nobles are now more of a three-dimensional character than previously held. In conclusion note also that these tables below can be utilized with the standard nobility generation system found in *Citizens of the Imperium* quite easily, giving characters so generated additional capacities/capabilities as befits their rank.

Definition of Nobility Benefits

Pension: Same as standard additional service pension. Roll 1d6 X 1,000 Cr./pt.

Merchant House Holdings: Stock/bond portfolios yielding annual value of 1d6 X 1,000 Cr. dividends. May be sold at market value.

Space Lane Carrier Holdings: As per merchant holdings, except player rolls 2d6 X 10,000 Cr.

Court Influence: Used as DM on Reaction Rolls as allowed by referee. May also be used as DM in dispensing patronage.

Ancestral Lands: Planetary holdings held by player in perpetuity. Roll 3d6 X 10,000 Cr. for value. Lands yield 10–60% total value (1d6) annually in revenues and cost 10–60% of value for maintenance once every four years.

Immediate Inheritance: As per ancestral lands but player additionally rolls 3d6 X 10,000 Cr. for immediate available cash.

Right of Free Passage: Free transportation – High Passage on any common carrier even to the exclusion of other passengers.

Cash Grant: Imperial largess for meritorious services rendered. Roll 1d6 X 100,000 Cr.

Estates: Accumulation of personal property(ies). Roll as per ancestral lands with value of 2d6 X 10,000 Cr. costing 10–60% of value for maintenance annually.

Right of Escourt: Right of personal bodyguard (Max. no. 1d6) armed in contravention of local Law levels, excluding energy weapons.

Right to Bear Arms: Right to personal sidearms in contravention of local law levels, excluding energy weapons at referee's option.

Asst Government: Assistant to planetary governor, duties and responsibilities at referee's discretion. Roll 4d6 X 1,000 Cr. for annual salary. Appointment must be renewed every 2 years. (Roll 10 or better on 2d6 with DMs for Bribery skill or Court Influence.

Governorship: Administrator of a given planetary system. Use *Book 2* to determine number and type of worlds available. Responsibilities determined at referee's discretion. Player receives annual revenues at the following rate: 10,000 Cr. for Class A starport; 8,000 Cr. Class B; 6,000 Cr. Class C; 4,000 Cr. Class D. Position renewed as per procedure for *Asst. Governorship.*

Viceroyship: Administrator of several (2d6) planetary systems. Rules through planetary *governors.* Pay as twice governor's, determined by total number/type in veceroy's sector. Need not be renewed.

Quadrant Leadership: Administrator of several (1d6) viceroyships. Pay scale as above, triple standard rate for governorship. Additionally on die roll of 8 or better on 2d6 will also maintain complete control of all military forces within jurisdiction. Need not be renewed.

Right of Decree: Power to enact into law Imperial legislation, conferred by Imperial Senate.

Nobility Creation: Right of conferring noble rank (any level) without necessity of ratification by Senate upon any individual, of any prior rank.

Right of Pardon: Right to grant full and complete pardon for any and all crimes committed.

Right of Taxation: Right of imposition of planetary tax rates and exemptions. Control of Imperial revenue sources.

Magic Items

CRYSTAL FRUIT
by Georgia S. Moore and Roger E. Moore

Crystal Fruit are extremely rare, almost one-of-a-kind magical items created long ago. Each one is a beautifully worked piece of crystal in the shape of a piece of fruit, such as an apple, orange, lemon, lime, or such. Each piece will 'radiate' magic if an attempt is made to *detect* this. Careful inspection of a piece of *Crystal Fruit* will reveal that it can be unscrewed or unlatched in the middle. Opening the fruit reveals that the inside is hollow, and if held level each half of the fruit will slowly fill with a liquid of the same flavour as the fruit type. Each half of the crystal contains enough fruit juice for one person, and will not refill unless the two halves are screwed or latched together again and left so for at least a full day. Consuming the fruit juice will *dispel exhaustion* in the drinker, as the fourth level Illusionist spell, for 36 turns. The effects include the restoration of 50% of all lost hit points during this time, though the extra hit points will be lost afterwards. The drinker will also be able to move at double speed every turn for one round as if *hasted.* The fruit juice is always of perfect and enjoyable taste. *Crystal Fruit* range in size from the 1" diameter *Grape Crystal* to the 4" diameter *Orange Crystal*; larger and smaller fruits are possible as well. The supply of juice in a *Crystal Fruit* is infinite.

THE ASSASSIN'S QUILL
by Kevin Readman

One of the most secretive of assassin weapons, and a coveted symbol of power, is the *Assassin's Quill.* It was developed exclusively for the use of assassins by a zealous religious sect in that order, who pride themselves on cunning devices that kill swiftly. If a non-assassin picks up or touches it, he must roll his saving throw as if he had been hit. The *Assassin's Quill* is a small compact magical weapon, the size and shape of brass knuckles.

Four +2 crossbow quarrel tips protrude from a richly decorated rectangular face. These quarrel tips have been treated with a very potent poison which will cause death in 1–4 melee rounds, unless the opponent saves at a -2 vs. poison.

The *Assassin's Quill* can be used either as a close combat fist weapon or a missile weapon. As a missile weapon, one of the four +2 quarrel tips, upon command from the assassin, will magically fire in the direction it is pointed (treat as if it is a light crossbow). Each quill does 1d4 damage when it is shot, plus any effect of the poison. When the *Assassin's Quill* is used in close combat it does 1 point of damage per crossbolt tip on the weapon, and the opponent must make his saving throw vs. poison. Once a quill is shot, it is rendered useless; it looses its magical and poisonous properties forever.

STONERINGS
by Dave Davies

When tested this item is often dismissed as an interesting, but useless magical ring. When placed upon the finger the wearer is turned to stone, (panic in the party!). This can however be easily cured simply by removing the ring. At this stage the party often mistake it for a trap for lone adventurers, possibly useful in the unlikely event that someone can be bribed to put it on. However, it has the following added properties: If placed upon the finger of a statue the stone will become flesh and blood. (DM controls reaction of now living statue, obvious reaction from paladins, demons etc.) The ring thus has enormous potential against medusa victims, etc. One added property is that if two *stonerings* are worn on the same finger the wearer becomes immune to petrifying attacks. A creature might be found that is an animated monster wearing a *stonering,* a friendly statue could be bribed to speak of happenings in his area while he was stone (the statue never lies!)

STONES OF LI-CHAO
by Richard Roper

Li-Chao, a sage of the distant past, delved deep into the arts of medicine, and by his skills achieved great renown. Of all his accomplishments his *Stones* were always held to be the greatest. The *Stones,* alleged to have fallen from Heaven, are covered by minutely engraved runes. There were seven stones, each having a different power:

1. Cures minor ailments (e.g. common cold, sores, flu, dysentery).
2. Cures serious diseases (e.g. leprosy, malaria, cholera).
3. Cures blindness.
4. Cures deafness.
5. Cures dumbness.
6. Cures all types of mental disorder.
7. Poison antidote, administerable up to one round/level of user after the "death" of the victim.

To be effective the *Stone* must be placed on the tongue of the patient for one round. In the hands of any lawful/good cleric of level 5 or higher any *Stone* will perform the functions of all seven. In the hands of a paladin of level 10 or higher, any *Stone* will function as all seven and double his wound healing potential (that is not to say that each will do this if he/she holds more than one).

TENSER'S SHIELD
by Roger E. Moore

This device appears to be a circular shield, concave, of about 3' diameter. There is nothing about the shield to indicate that it is anything other than a *+2 shield* and it may have designs or carvings on the shield face as any other shield might.

However, when a command word is spoken and the shield is held out in a horizontal position, it will hover 3' – 4' over the ground, about 3' from the owner if otherwise unbidden. It will follow its commander at a speed of 6". The owner may order it to move to any position between 1' and 20' from him or her, at an altitude of 1' to 5'. The shield will support up to 1200 lbs. of material, but the shield's user may not ride upon it.

The shield will cease its carrying functions after 15 turns of use, and cannot be used again until the following day except as a *+2 shield.* The owner may command it with a second special word to land upon the ground, but should unload it first as the weight of the load it is carrying (if in excess of 1000 lbs.) may crush the shield. The shield will also cease functioning if an edge is grasped by the owner (again, making sure that the shield is unloaded is important!) *Tenser's Shield* may only be used in its carrying function by fighters (including paladins and rangers). The command word for its use may be found with the shield or may be discovered by *legend lore, wish,* or other information spells.

If at any time the user moves further than 20' from the shield, it will cease functioning as a carry-all immediately, and will not perform for the same user for 2-5 days thereafter, except as a *+2 shield.*

PERIAPT OF BALANCING
by Roger E. Moore

This device appears to be a circular shield, concave, of about 3' periapts, amulets, etc. When worn, it confers an extremely acute and precise sense of physical balance upon the wearer. This will make it 99% certain that he or she will not slip or fall on frictionless surfaces though the wearer will have no ability to grip such a surface. Skating along frictionless floors is quite easy using this periapt. Wearers may also walk ledges and tightropes with 99% surety, even under moderately strong winds or vibrating rope. Because the wearer is intimately aware of his or her weight distribution, only half-damage will be taken from falls and the wearer can regain his/her footing quickly thereafter.

STAFF OF EARTHQUAKES
by Phil Masters

This magical staff, only usable by clerics, has one minor power, which drains no charges, and one major power, which uses one charge each time it is used. The staff can be recharged.

The minor power is that, so long as the user holds the staff with its butt fimly grounded, he or she is totally immune to all effects of earthquakes, either natural or magical. Even falling rubble will be deflected away.

The major power is released when the user smites the ground firmly with it while speaking a command word. Instantly, an *earthquake* spell of 20" range and 24th level power is cast; such release requires but one segment, and because of the staff's minor power, the user may safely be within the area of effect of the spell.

The staff normally gains no bonuses when used as a weapon; however, if a hit is scored withit on a clay golem, two charges are expended and the monster automatically disintegrates.

RUNE BONES
by Richard Roper

These are six finger bones, usually found in a leather draw-string bag. Their origin is unrecorded. When cast they will fall into one of six patterns; the pattern dependant upon the roll of percentile dice.

Roll	Rune Name	Effect
01-18	The Flame	+1 vs. fire (breath, magical).
19-37	The Star	Adds to vision 30%.
38-55	Open Hand	+1 increase in dexterity.
56-71	The Break	Curse, -1 on all saving throws.
72-90	The Divider	+1 on charisma.
91-00	The Wall	+1 on all saving throws and armour class.

They can only be thrown once by each character. If a bone is broken or crushed the rest will immediately crumble to dust and then vapourise, all present must save vs. poison or be nauseated for 1-6 rounds.

Next issue we invite readers to submit **Non-Magical Items**, which are useful inventions which can be used in adventures, etc.

WHITE DWARF 21 – ERRORS:

Survival: On the Terrain Effects Chart, all encounters were accidentally moved down one line, and the die roll is opposite 'mountain hexes'. Names on the Crested Shai and Ceekal counters were inadvertantly transposed.

Starbase: The first line of the Weather Table was omitted; it reads: Clear 1–2 3–4 5 6

NEXT ISSUE:
***AN INTRODUCTION TO D&D** – by Lew Pulsipher
***HIVE OF THE HRRR'L** – a *D&D* mini-module featuring the prize winning fly-men.
***INTERVIEW WITH MARC MILLER** – *White Dwarf* interviews the inventor of *Traveller*.
***SPELLCASTER'S GUIDE TO ARCANE POWER** – A power point magic system for *D&D* .

Mythology

YAQUINTO GAMES – £10.95

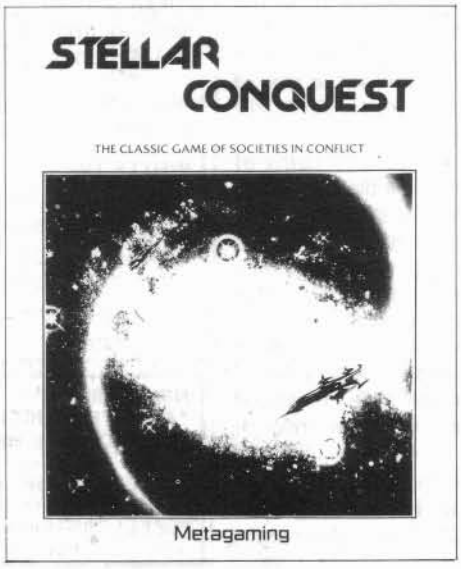
The mainstay of *Yaquinto Games* has always been Craig Taylor and Steve Peek whose forte has always been the well-constructed log-book game (as with *Airforce* and *Wooden Ships and Iron Men*). Not much for the fantasy gamer you might think, well you would be very wrong because this game is a little cracker, and it's not only fun to play, but it's challenging, clear in its rules (almost) *and* contains a lot of mythology despite its apparent simplicity compared to ONE magnum opus I have seen.

The players take the roles of Olympian Gods – all except Zeus (although he can appear as a separate player) – who are up to their usual pranks of controlling various heroes on earth; seeking to use them to combat monsters and perform desperate missions. It's all very like the *Iliad* where two heroes innocently engaged in fisticuffs could find themselves with divine backers influencing the result. The designer has managed to put this into the game very neatly. Players fill in their log-sheets doling out their ten precious Power Points. These can do many things from control heroes, through aiding/hindering heroes, to causing volcanoes to erupt. As you do not know what the other players are doing, the possibility for dramatic coups is great. Heroes are controlled by the player with the highest number of control points, but he never knows if the other players are quietly stashing away control points so as to suddenly seize control of the hero and the goodies. Having said that, the limit on Power Points means every decision is important – especially as you do not know the order in which you will move. Adding even more spice are the cards which represent the many minor gods and goddesses and also can be used to remove major gods (the other players) from certain areas, or can increase the value of certain prizes. For a final wrinkle, all players have a secret victory condition, so you may unwittingly play into your opponent's hands.

The heroes are rated for combat and named after famous men of yore which all helps the feel of the game. Hercules is, of course, very powerful but he tends to be overcome with grief after his latest action and the ensuing angst can consume his valuable time thus balancing out the game. Many monsters are available, all with excellent illustrations, which can be set up randomly or may follow 'historical' positioning. The heroes may collect magic items which help in combat, movement or prevent magic attacks. Ultimately, however, victory goes to the players who can get the prizes back to Greece. The god counters are in *full colour* and look splendid, and each god has powers which adapt the standard game. To top things off, the board shows a splendid period map with River Ocean surrounding the world. The presentation is excellent and the rules are clear, although some minor god cards are just a little obscure, perhaps.

What makes the game, however, is the sheer interest of playing and trying to outguess the other players. Interaction starts almost immediately and the possibilities for dirty tricks are immense; and at any time the Fates could take away your cherished hero! The game is easily multi-playerable, and is recommended for play with four or five gamers. The whole package makes a most exciting game and really puts you into the roles of the gods and goddesses. I recommend this game on almost all the grounds with the sole exception that I do not think that you will get full pleasure from a two-player game.

Overall: 9 **Charles Vasey**



STELLAR CONQUEST

Metagaming – £8.95

In the era of the disposable boardgame, (play it twice, then off to the Games Day auction) it comes as something of a surprise to find a game first printed in 1974, and still going strong in its third edition in 1980. The surprise is even bigger when you examine the components in this 'improved' third edition.

Stellar Conquest comes in the obligatory bookshelf box depicting Emperor Ming type spacecraft. The view inside the box is not impressive. Two sheets of counters in four colours (for the four players), a simple, mostly white, map, a player data sheet, a set of player record sheets, a sheet of 'stars' and a rulesbook. A few things immediately strike one about the components: *Metagaming* expect you to spend a not inconsiderable amount on the game and then spend a jolly half-hour cutting up pieces of card. You even have to cut up the player data sheets.

As you may have guessed from the title, *Stellar Conquest* is a game of space exploration and conquest. What is it not? Well, it's not a fantasy game. All players have the same potential and you are not going to find strange aliens and artifacts in the *Stellar Conquest* universe. In fact science fiction is not really very important to the game. We have stars and spacecraft, but they might just as easily have been islands and ships, or cities and armies. This is really an economic game which requires each player to have a plan. You cannot react to an opponent because you do not know what he is doing. All players start with a few ships and colonists in transporters; they have to find suitable planets to colonise so that their colonists will breed and produce lots of lovely industrial units, which have many uses. A star card is drawn to find out the exact nature of any planets discovered. Unfortunately, star cards are coded by letters, not colour, so the first few games are spent referring to the rules.

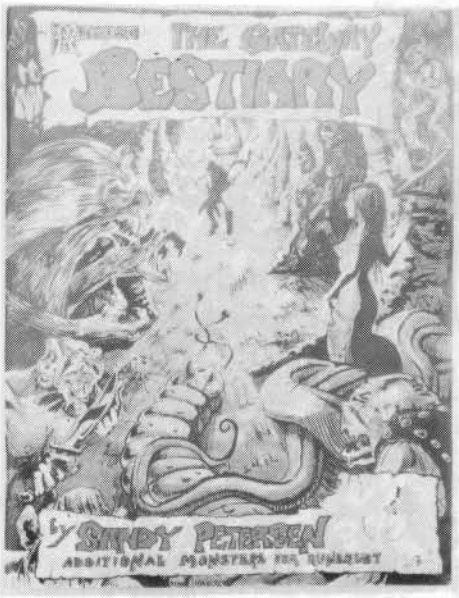
Hidden movement is used as only task force counters appear on the map (no play-aids were included to cope with this, so you have to make your own off-map boxes, etc.), so players do not know where each others colonies are. They can guess, but could be wrong. A counter appearing in your area of space may be a lone scout trying to discover what you are up to, or a huge battle fleet. One complaint about the counters is that the transports look like dreadnoughts, and in the heat of the moment, the difference can be critical.

I said earlier that the industrial units were useful things. They can be used to make more of the same, or – and this is the heart of the game – they can be put into Research and Development. There are three lines of R&D: you can improve ships' movement capability; you can research improved weapons and defences; or you can spend industrial units on various technical improvements which increase your industrial output per colony. As none of you know what the other players are up to, you can see that this is a game for the committed paranoiac. There is no opt-

imum playing strategy – it all depends on your opponents' decisions. One word of warning: ignore the R&D schedules in the rules, there are misprints and omissions. Use the ones on the player data sheet.

This is undoubtedly the best game of its kind that I have ever played. I strongly recommend it. The rules are slightly different from earlier editions, but these changes are listed in *The Space Gamer 25*. It's an advantage to obtain a copy of this magazine anyway, as it features numerous articles on *Stellar Conquest*.

Overall: 9 **John Lambshead**



RUNEQUEST – THE GATEWAY BESTIARY

Chaosium – £4.50

This book is an expansion of the *RuneQuest* system and is of little use without the game. However, *RuneQuest* DM's will find it of use. It comprises seven sections, each packed with new nasties to rip – or be ripped by – player characters. These are: Giant Anthropods (they mean *Arthropods*), Legendary Beings, Celtic Horrors, H.P. Lovecraft Creations, Natural Animals, Dinosaurs, and Miscellaneous Types.

The first of these sections lists assorted (anti-)social insects: spiders, scorpions and the like, all inevitably of the giant variety. The Legendary Beings seem to my uncultured eye to be mostly Greek in origin: Arguses, Fauns, Gorgons, Harpies and so on. The Celtic Horrors are suitably horripilating, and the author is correct in saying that they make a 'pleasant' change from the normal Graeco-Roman fare.

The H.P. Lovecraft creatures are the ones I would least like to meet, being some of the deadliest and most nefarious beasts around. Shoggoths, in particular, are suitable for killing off parties.

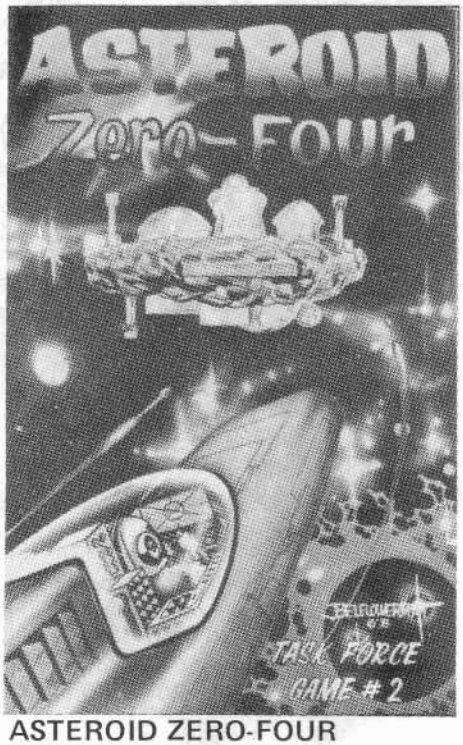
The most useful section to my mind is the one on Natural Animals. These are normal terrestial animals for the most part – remember them? Those things you never actually meet in most campaigns? They are quite sufficient for giving low-level parties or new players a rough time without too much danger of overkill. Eminently deployable – as a player I much prefer them to the regular 2 a.m. wyvern which seems to have it in for me!

Dinosaurs, of course, are traditional. These ones are large, heavily armoured and dangerous. Finally, the Miscellaneous section includes monsters which do not really fit into any other section.

So much for what. On to how. There is a description of each creature within a section. This includes: a hit location table appropriate to the creature in question; a table giving the number and type of dice used to determine the beast's strength, dexterity, intelligence, etc. together with the average values of these for the species; and a list of attack and defence modes, spells, skills and other notes. In short, the standard *RuneQuest* monster description.

While obviously best suited to *RuneQuest*, the *Bestiary* could with a little thought have its contents adapted for another game system – *D&D* would probably be the easiest, though *the Fantasy Trip* is another good bet. A grounding in both *RuneQuest* and the system being transferred to would be required as the descriptions abound with macro-type abbreviations – although their meaning is usually obvious.

Overall: 6 **Andy Slack**



ASTEROID ZERO-FOUR

Task Force Games – £2.95

The rationale behind this game is a conflict between a Russian and an American asteroid in 2034 AD. Both sides are mining and have installed military units. An imminent solar flare will cut off communications to Earth giving both sides the opportunity to put the boot in and hopefully gain a commanding position in the asteroid belt. Both sides have a variety of weapon and defence systems available; how they are used is what the game is about.

Inside the now mandatory Zip-Lok bag, are: a large, 22 page rulesbook; a 21"x27" map of workmanlike, rather than attractive appearance, showing the asteroids; a Strategic Display Sheet; and two sheets of neat but thin counters.

The rules are clear and complete, but if you think you can simply flip through them and start playing, think again. The pages are crammed with information in clear but minute type which is an A1 recipe for migraine; and they are complex. On the map, I was intrigued to spot that the Laser Towers are represented by what seem to be WWI-style artillery pieces, and the Space Defence Missile sites look suspiciously like SAM missile launchers. The various pieces of gadgetry on the asteroids are shown in the relevant hexes along with their defensive strength. The counters show a silhouette of the appropriate type plus an identifying number. Combat and movement strengths are dealt with in the rules. The Strategic Display Sheet is used for the deployment of spacecraft/missiles.

Each Turn comprises 4 Phases in which both players participate: Allocation, Preparation and Repair, Space Combat, and Strike. Each Phase is divided into Segments which are divided into Steps.

In the Allocation Phase, missiles and spacecraft are launched and secretly recorded on the Strategic Display Sheet. In the Preparation and Repair Phase, both sides prepare missiles for launch, and repair and refuel spacecraft and various systems on the map. In Space Combat, the combat between ships is resolved and, finally, in the Strike Phase the asteroids' defences open up on the remains of the enemy who will also attempt to blast the asteroid. This is just the bare bones of the game system. Scrap paper is a must, as damage inflicted on spacecraft and missiles must be recorded for each unit and adjusted for repairs or further damage, bombs/rockets on board each unit and the target of each missile must also be secretly recorded. The rules detailing this are exhaustive – and exhausting – and capped off with no less than 11 charts.

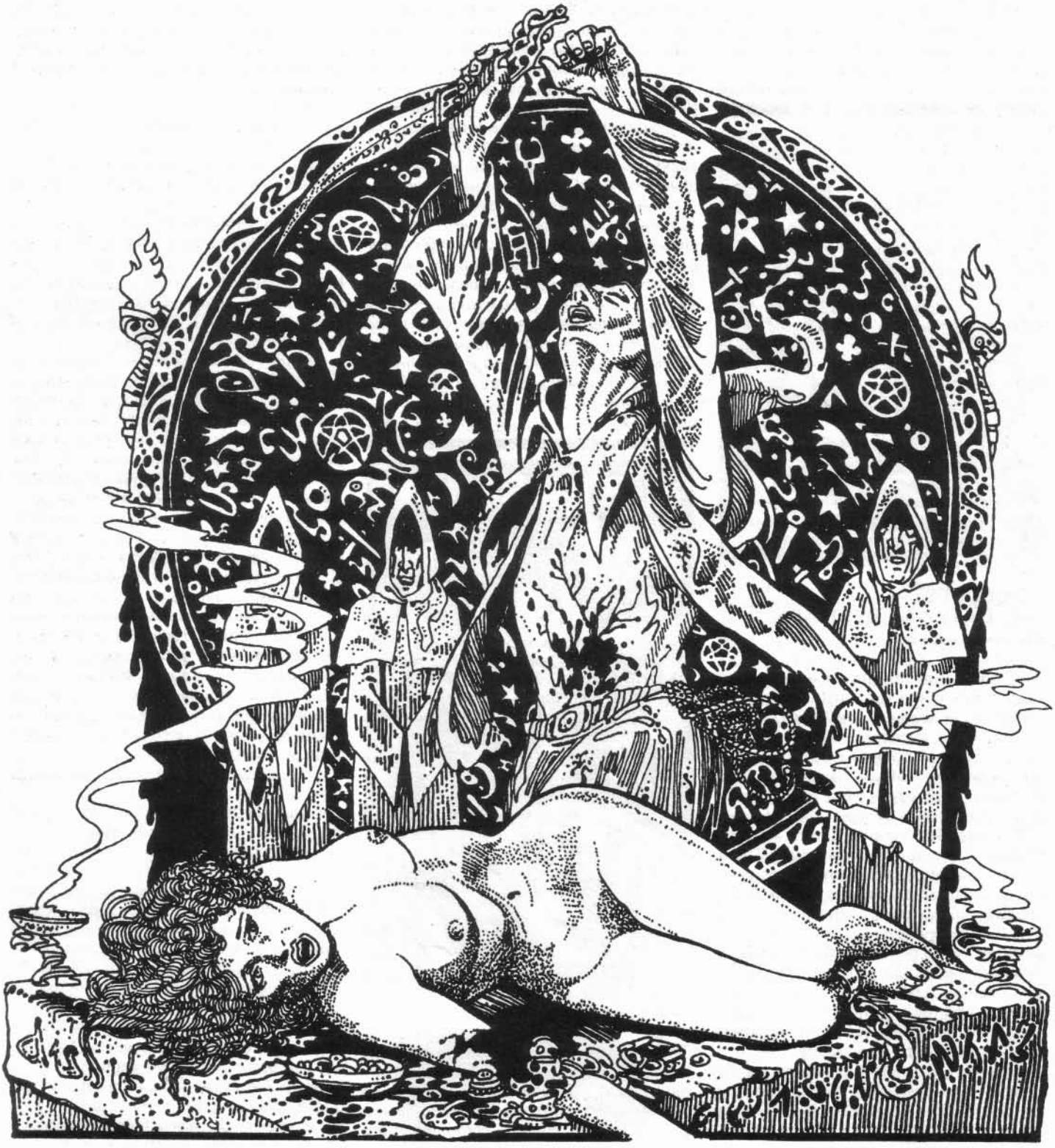
The game takes some getting used to. The play-testing verdicts ranged from almost total bewilderment at the profusion of detail – each weapon system has a different modus operandi – to enthusiastic enjoyment. Both sides have slightly different forces so the strategy for each side tends to differ. Spacecraft are rather fragile and tend to die in large numbers; and unless you have already decimated the enemy's defences or are simply desperate, large scale assaults are inviting a massacre. However, having once disorganised the defences, you can have a field day; but be warned – there aren't enough Hit Markers.

The game plays well enough with no obvious loopholes, and I found that the more I played it, the more I could do with it. However, the game falls between two stools. Although obviously aimed at the *Micro-Game* end of the market, the designer has given us too much. *Micro*'s are intended as short snappy items, teachable in a few minutes, which *Asteroid Zero-Four* is not. The game as presented is a quart in a pint pot. Nonetheless, to quote Bruce Forsythe: *'Good game, good game.'*

Overall: 6 **Alestair Brown**

BLACK PRIESTS

by Lewis Pulsipher



Traditionally, the evil religious figure has been more furtive and sinister, in closer contact with his gods, than the *Dungeons & Dragons* evil cleric. The Black Priest subclass is intended to fill this role.

Only humans with wisdom, dexterity, and charisma of at least 13 may be Black Priests. Hit dice are six-sided. Except as noted below, this character is treated as an evil cleric. If a Black Priest changes to a non-evil alignment he loses all special abilities and becomes a thief. He can never become good, nor will he associate with any good character. Black Priests of a given alignment have a secret gods-given language known and knowable only to themselves.

Black Priests may wear no better than leather armour, and may use a shield except while attempting to climb, move silently, or hide in shadows. They climb as thieves of a similar level and have percentage chances of moving silently and hiding in

shadows as indicated in the Table. These chances are *doubled* when the Priest is in his own temple.

Black Priests may use any non-magical one-handed weapon. They may also use some magical weapons: daggers, one-handed swords, and weapons normally permitted to clerics. In all cases swords are used at -1 hit probability and damage, and daggers at +1 hit probability and damage.

When using the characteristic strangling cord a Black Priest may strike silently from behind, the equivalent of the thief's backstab, increasing damage with level as a thief does. Only Black Priests can effectively use the cord, with a minimum strength of 7 required. If a hit is scored the cord inflicts 1-8 damage, but it is usable only from behind the victim (whether silent or not) and only against human-size or smaller necks or armour class 7 or worse. In rounds following a successful attack, the victim cannot attack the strangler until the latter fails to hit, and until that time the victim cannot vocalize, though struggling may cause noise. For these additional attacks the backstab bonus is given for hit probability but not for damage.

Because they prefer to grapple with victims ("to feel them die"), Black Priests do not practise with missile weapons and are -2 hit probability with all except a distinctive throwing knife. Each Priest carries only one such knife at a time.

Black Priests turn and control undead as do evil clerics. They use clerical spells but wisdom has no effect, whether advantageous or disadvantageous, except that a 16 wisdom is needed to allow use of sixth level spells, and a 17 for seventh level.

Because he is closer to his gods than are evil clerics, the Black Priest may call upon them for special aid, as below. On the other hand, because of this special relationship with the gods a Black Priest may not have a patron demon.

The Black Priest may call upon the Evil Lords of the Higher Planes as often as he wishes for aid, the result if successful equaling a *monster summoning* spell, except that the monster(s) summoned will stay through an entire battle and not just 6 melee rounds. However, if no battle is in progress when they are summoned, they stay only 6 rounds even if a battle begins. Summoning requires one melee round of *loud* prayer (except that a *silence* spell will not prevent summoning even though there is no noise). If successful, the monsters arrive at the end of the same round. The following formula determines the chance success (in percent):

Multiply the gift to the gods (in percent of earnings) in the past ten weeks by the level of the Priest. Add thousands of gold pieces of treasure offered in addition, giving a suitable value to magic items. Divide the result by the sum of the level of the *monster summoning* spell desired and the number of times the Black Priest has called upon the gods for help in the past four weeks, including the present call.

This formula may be altered in accordance with very evil or not-so-evil deeds of the Black Priest. Gold or magic need not be given if the call is not answered. If it is, the gold must be given after the adventure, and the magic as soon as possible, by leaving it behind if it is present (but not so that a pursuing creature will find it!)

For example, a fifth level Black Priest has given 20% of his earnings over the past 10 weeks. He has called on the gods twice (whether successful or not) in the past four weeks, counting the present call. He offers a (necessarily) evil *+1 sword.* He wants *monster summoning III.*

$$[(20 \times 5) + 10]/[3 + 2] = 22\%$$

If the Black Priest rolls a 22 or less with percentile dice, he then rolls as if *monster summoning III* to see what help arrives. If the roll indicates a Lawful-only creature, roll again.

Monster summoning VII equals 20 for formula purposes. If the number of the spell is doubled, tripled, and so on, then if successful the Priest may roll two, three, and so on times and pick the roll he prefers. For example, the formula would be the same as above if the Priest tripled *monster summoning I.* If successful, he rolls three times, including duplicate rolls, and chooses which of the monsters he wishes to come to his aid.

The Black Priest may attempt to summon a familiar, as though a *monster summoning VI* spell but the creature remains with the Priest until one or the other dies. Familiars are black cat-like beings, move 15", one half hit die, AC 9, claw once for zero hits but with the possibility of putting the victim to sleep unless he saves vs. poison. They always move silently. The familiar may pass information telepathically to the Black Priest when within five feet and looking eye-to-eye, but there is no permanent homonculus-type link. If the familiar is killed within 2" of the Priest, or within his sight in any case, he is stunned 1-6 melee rounds, but takes no permanent damage. A Black Priest may have only one familiar at a time. Two weeks without other activity are required for the Priest to come to a useful and "proper" relationship with his new familiar. When the Priest and gamiliar are alone, but rarely when with others, the latter may take the shape of a human of the opposite sex, then registering on *detect magic.* Familiars only eat human flesh.

Beginning at the ninth level, and adding one each level, the Priest acquires non-replaceable special followers, in addition to those permitted by charisma. (Roll d100 on the Follower Table.)

FOLLOWER TABLE

Die Roll	Follower
01-10	Black Priest level 2-5
11-19	Evil Cleric level 2-5
20-22	Displacer Beast
23-27	Gorgon
28-32	Hellhound, 4 dice at 9th level, 5 at 10th, 6 at 11th, 7 at 12th and above
33-37	Hill Giant
38-47	Monk, level 1-4
48-67	Lycanthrope: Werewolf at 9th level, Wereboar at 10th, Weretiger at 11th and above
68-77	Minotaur
78	Priest may summon invisible stalker maximum of once per week until it is killed
79-83	Troll
84-98	Undead: Wight at 9th level, Wraith at 10th, Spectre at 11th and above
99-00	Nightmare

BLACK PRIEST TABLE

Experience Points	Level	6-Sided Dice for Accumulated Hit Points	Move Silently	Hide in Shadows	Spells						
0-2500	1	1	15%	5%	-	-	-	-	-	-	-
2501-5000	2	2	20%	10%	1	-	-	-	-	-	-
5001-10000	3	3	25%	15%	2	-	-	-	-	-	-
10001-20000	4	4	30%	20%	2	1	-	-	-	-	-
20001-50000	5	5	35%	25%	3	2	-	-	-	-	-
50001-90000	6	6	40%	30%	3	2	1	-	-	-	-
90001-175000	7	7	45%	35%	3	2	1	1	-	-	-
175001-275000	8	8	50%	40%	3	3	2	1	-	-	-
275001-525000	9	9	55%	45%	4	3	2	1	1	-	-
525001-775000	10	9+1	60%	50%	4	3	3	2	1	-	-
775001-1025000	11	9+2	65%	55%	4	3	3	2	2	1	-
1025001-1275000	12	9+3	70%	60%	5	4	3	2	2	2	-
1275001-1525000	13	9+4	75%	65%	5	4	4	3	2	2	-
1525001-1775000	14	9+5	80%	70%	6	5	4	4	3	2	-
1775001-2025000	15	9+6	85%	75%	6	6	5	4	4	2	-
2025001-2275000	16	9+7	90%	80%	6	6	5	4	4	3	1
2275001-2525000	17	9+8	95%	85%	7	6	5	5	5	3	1

Note: Dexterity does not alter chance of success for thievish skills.
Level titles are as for clerics, with the prefix 'Black' added.

The Search for the Temple of the Golden Spire

by Barney Sloane

An AD&D mini-module used as the competition at Dragonmeet III. It is intended for a total of 7 2nd-4th level characters.

DM's Notes

1. Players may not purchase any items from individual non-player characters, who will not part with their equipment.
2. Most of the wilderness is dense pine forest, with little light or ground cover. This enables fast movement and reduces the chance of becoming lost to 30% (check every five hexes on the wilderness map). Encounters should be rolled for once every five hexes, or hourly, with a 10% chance of occurring. If an encounter is indicated, roll the Outdoors Encounter Table.
3. MM indicates a monster described in TSR's *Monster Manual*.
4. Numbers in brackets are cross-references to other rooms or features.
5. Non-player characters are described in the following format: Name, Alignment, Level and class (C= Cleric, F= Fighter, T= Thief), Characteristics, Equipment Carried.
6. Monsters are described in the following format: Armour Class, Hit Dice, Hit Points, Attack, Special Powers.

Player's Introduction (to be related by the DM.)

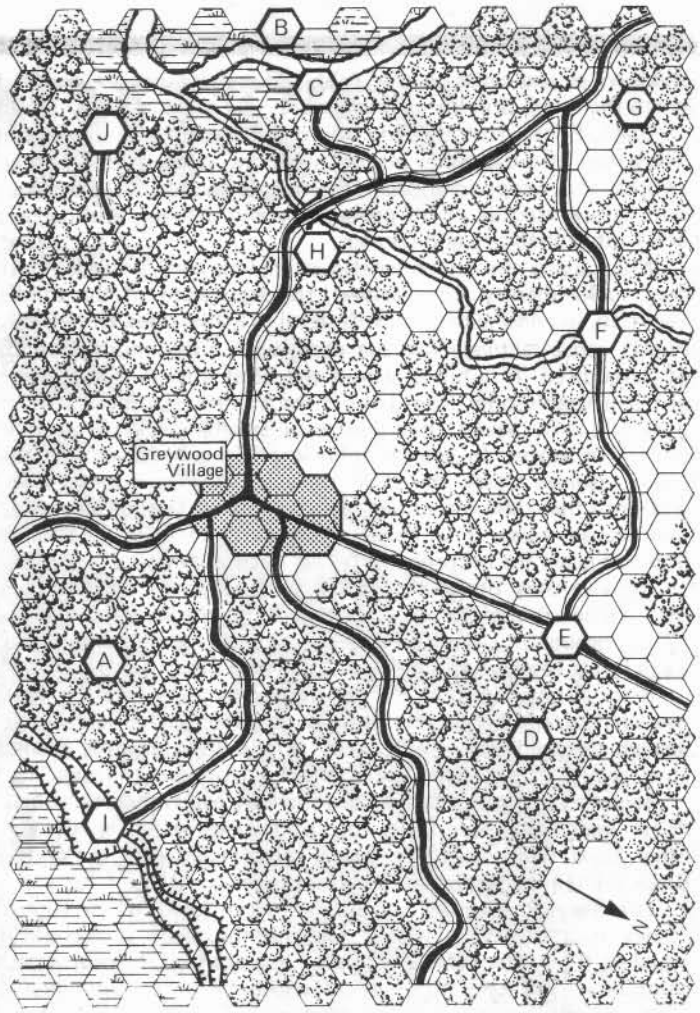
The party arrive at the village of Greywood at about 8 pm in late October, to find an empty village square under the silent shroud of night. Seeking a place to rest for the evening before continuing their journeys, they head for the Howling Fox Inn (1). Just as they cross the empty village square, the top of the cross (4) is struck by an intense moonbeam, and strange runes begin to flow accross its face. They will remain for ten minutes before fading, and form the following poem:

To Those Who Seek Advice from the One Who Knows:
Look through the eyes of the star that is stone,
And see ye the one true way.
Go ye from here to the All Seasons Folly,
Straight as the eye doth see.
Thence to the bridge that by dead gods was broke
Where granite black doth lie.
Look for the cross at the top of the point,
And point ye the cross at the cross.
Follow ye then the way ye hath found,
To places seen often before.
Search ye once there for the road of the dead,
And follow its feet to the gates.
There you must fight with monsters malign,
In order to find what you seek.
Search then from as high as the eagle doth fly,
To the land of the frozen wastes.
Find ye the beast with his golden horn high,
For there you will find your lost goal.

DESCRIPTIONS FOR THE DM

Explanation of the Poem

The party which deciphers the riddle will go to feature E on the Wilderness Map, and thence to F. They will then return to Greywood Village along the banks of the stream and through the woods. Finding the Road of the Dead, they will make for the Citadel of Greycrag, enter, and reach the top of the Little Stair Tower, from where they will see the Temple of the Golden Spires far to the north.



Outdoors Encounter Table

Die Roll	Type of Encounter	
01-04	1 giant wild boar	(AC6; 7d8; Att 3-18)
05-15	1-3 centaurs	(AC5; 4d8; Att 1-6/1-6 or by weapon type)
16-25	2-8 elves	(AC5; 1d8+1; Att 1-10 or by weapon type; +1 to hit with bow or sword; 90% resistant to *charm, sleep)*
26-35	2-7 gnomes	(AC5; 1d8; Att 1-6 or by weapon type; save at +4 levels)
36-42	1-2 ogres	(AC5; 4d8+1; Att 1-10 or by weapon type)
43-55	2-5 sprites	(AC6; 1d8; Att by weapon type; magic powers)
56-65	2-8 stirges	(AC8; 1d8+1; Att 1-3 + blood drain)
66-75	1-2 unicorns	(AC2; 4d8+4; Att 1-6/1-6/1-12)
76-85	1-4 wolves	(AC7; 2d8+2; Att 2-5)
86-00	3-12 peasants	(AC8; 1d6; Att by weapon type)

Centaurs will be neutral toward the party, seeking to end the encounter quickly and go about their business. *Elves* and *Gnomes* will behave likewise, and have no idea of the Temple's whereabouts.

Peasants, and inhabitants of the village, will know about features C and G on the Wilderness Map, and about the Citadel of Greycrag – but only in general terms.

THE VILLAGE OF GREYWOOD

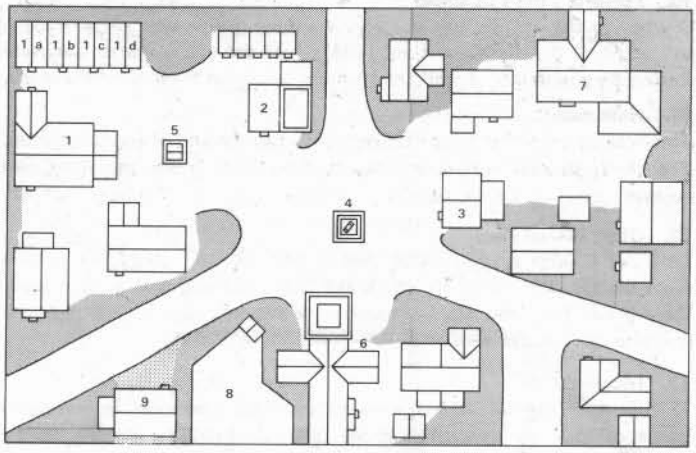
The village is shown in the detailed map on the facing page.

1. The Howling Fox Inn

This establishment is the centre of the tiny village, and is owned and run by:

Name	Al	Level	S	I	W	D	C	Ch	Carries:
Moray	L.N.	4F	16	12	9	15	8	10	Dagger

Moray has four rooms for hire at a cost of 1 g.p. per person per night; these are numbered 1a-d on the map. He sells drinks at the following prices: Mead 2 c.p., Ale 2 c.p., Wine 6 c.p., Spirits 1 s.p. There will be 2d10 other customers, all locals and normal men. None is willing to talk.



2. Smithy
The owner is called Berg:

Name	Al	Level	S	I	W	D	C	Ch	Carries:
Berg	L.N.	3F	15	14	8	12	9	4	Hammer, leather armour

He can make minor repairs to metal items, and provide basic weapons or equipment to the party. He is helped by 3 Oth level workers. If coaxed, he will tell about the empty house (9), although he does not know it contains the Road of the Dead.

3. Grocer

Name	Al	Level	S	I	W	D	C	Ch	Carries:
Pern	N.	2T	9	12	4	16	14	13	Dagger, 7 s.p.

Pern can provide any basic equipment at prices laid down in the *Player's Handbook,* except for iron rations.

4. Celtic Stone Cross
At any time other than a full moon night in October, this appears as an ordinary, worn cross, with a loose piece at the base.

5. Village Well
A favourite talking place — there will always be a crowd of 3d6 peasants and workers during daylight hours, gossiping around it.

6. The Church of God
This very old church was supposed to have been built at the same time as the Temple of the Golden Spires, and in opposition to it. It can be easily seen from (F), but not (C) or (H), being recognisable by its tall spire bearing a prominent gold cross. It is run by four Lawful Good clerics:

Name	Al	Level	S	I	W	D	C	Ch	Carries:
Zarkon	L.G.	3C	5	12	17	14	7	16	Staff
Oolarn	L.G.	2C	14	14	12	9	9	14	
Colophidius	L.G.	1C	7	9	15	12	8	6	
Gareth	L.G.	1C	18	10	18	13	9	12	

7. Large House
Usually occupied by the three village elders, it is currently locked up as they are away at a council in Western lands. This causes part of the unease that can be felt throughout the village.

8. Graveyard
Hopelessly overgrown, yet still free from Evil, this is the reason for the name given to the Road of the Dead in the initial clue.

9. Old House
This tumbledown empty house conceals the Old South Road (also called the Road of the Dead) from view. The first stretch of this is overgrown, and the villagers have mostly forgotten its existence.

KEY TO WILDERNESS MAP:

A. Crumbling Ruin
This is directly on the path from the Citadel of Greycrag to the Temple of the Golden Spires, and any party going straight to the Temple will run into it. The floor is covered with broken paving slabs, and inside are two shadows (AC7; 3d8+3; HP:15, 17; Att 2-5 + strength drain; unaffected by *sleep, charm* or *hold*; magic weapon required to hit) (MM), who will attack anyone who enters. Under the slabs are 740 s.p., and a *+1 ring of protection.*

B. Troll's Lair
If the players fall for the ruse of the bridge at (C), they are in for a shock, as on the far bank lives a troll (AC4; 6d8+6; Att 5-8/5-8/2-12; regenerates) (MM). If by some fluke the party defeat him, he has a clay urn filled with 400 g.p., and a *potion of extra-healing.*

C. Broken Wood Bridge
This is a large broken bridge, half-spanning the river. A combined weight of 4,000 g.p. or more will collapse it. There is no black granite anywhere in sight, but the DM should not emphasise this.

D. Spider's Glen
On entering this hex, the party will stumble into a ring of coarse, sticky webs, and three huge shapes can be seen sealing off the only entrance. These are giant spiders (AC4; 4d8+4; Att 2-8 + poison + web) and they will attempt to web the party before closing in for the kill. This trap is meant to be deadly — the party shouldn't be anywhere near it. Already in the webs are two dead peasants, in whose clothing are 5 s.p. and 3 s.p. respectively.

E. All Season's Folly
Two trees stand at the end of the straight road, a green, fresh elm and a blackened, lightning-blasted yew. In front of each is a worn lichen covered slab, pocked with strange pits and marks. If three blows are made, enough to form a pockmark, on either stone, the relevant tree will 'awaken' and ask the party what it wishes to know. The elm tells the truth, and the yew lies. Any one question will be answered — the DM must use discretion here. Asking "Where is the Temple?" will invite the answer "In the forest."

F. Black Granite Bridge
A neolithic slab of rock accross the stream, which has just been broken by a huge lightning bolt. As yet this is unknown in the village. Standing out of a large anvil-shaped piece is a two-handed sword, graven with runes; the stone in which it is embedded is located in the river, under the largest standing piece of the bridge. It takes a Dwarf, or single strength of 17, to draw forth the sword, which is *+2, +3 vs. goblins and orcs.* The hilt is in the form of a knight brandishing a banner, which forms the crosspiece. Here is the meaning of the line" . . . the cross at the top of the point . . ." in the initial clue.

G. Ruined Tower
This is aimed at endangering the careless or disorganised party. The tower is just a shell, the interior walls having collapsed. The entire knoll on which the tower stands is surrounded by an eerie fog; this is caused by the inhabitant, a lone cloud giant (AC2; 12d8+1d6+1; HP: 63; Att 6-36 or by hurling rocks; surprised only on a 1) (MM). This will sense the approach of the party and prepare a boulder attack; it is evil and will delight in slaughtering the characters. The giant has several huge iron chests containing 11,300 g.p., 860 p.p., and 3,500 s.p.; above the heap of furs which is its bed are a *+2 spear,* and a large *+1 shield.*

H. Ordinary Wooden Bridge

I. THE CITADEL OF GREYCRAG
This is now delapidated for the most part, but the superstructure is still intact. It is the lair of a tribe of kobolds (AC7; 1-4 hit points; Att 1-4 or by weapon type), the Tribe of the Sunken Socket. They make use of the rooms still remaining in the castle, and raid the elves and gnomes who inhabit the nearby pine forests. The Citadel is detailed in the map overleaf.

1,2. Gatehouses
These are 30' above the entrance of the Citadel at their highest point. Each has arrowslits facing on all four sides from the guard rooms, and also murder holes for pouring unpleasant and dangerous fluids into the entrance passage. Each has a kobold guard (HP: 3) during the daytime, and two (HP: 2, 3) at night. They have no treasure, and are not really good guards, so that there is a 60% chance of the party being able to sneak past them if they take reasonable precautions. They are all identically armed, with shortswords and shortbows — each carries 25 arrows.

3. Guardroom
This is lit by oily torches, and the light can be seen from the front of the Citadel, through the arrowslits in (1) or (2). In here rest 4 kobolds (HP: 1, 2, 2, 3) playing knucklebones for the 6 s.p. lying on a table in the centre of the room. Their armour and swords are lying on benches under the arrowslits, which the kobolds have to stand on to shoot out.

4. Training Area
Along the east wall are 5 poles, each supporting a dead gnome who appears to have been used for sword practice — as indeed is the case.

The end gnome has toothmarks on him as well, as there are 4 giant rats (AC7; 1d4; HP:1, 1, 2, 3; Att: 1 – 3 plus disease) (MM) gnawing on the rotting corpse. These will attack until at least two are slain, then flee into a group of rat-holes in the west wall.

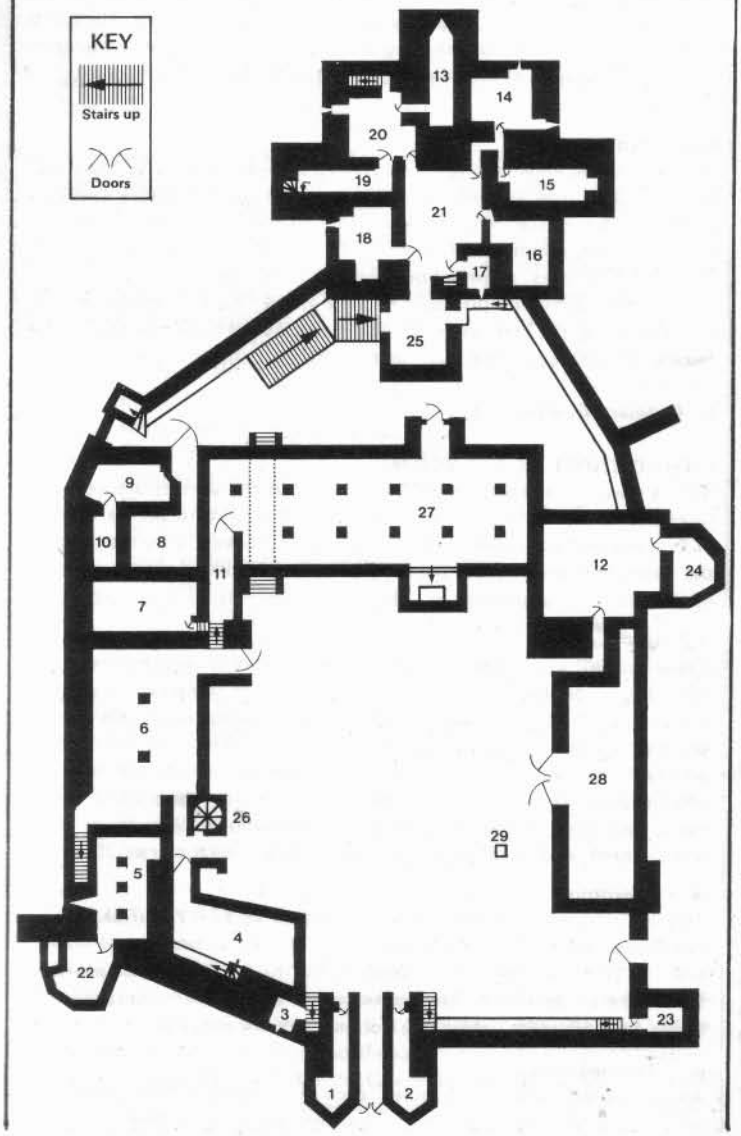
5. Armoury
This large hall has many wooden racks covering both sides of the room; bearing an assortment of armour and hand weapons. In charge of these are two huge kobolds (HP: 4, 4) attacking with axes at +1 damage; one has an iron horn with which to call for help, and the other a pouch with 4 s.p. in it.

6. Great Hall
This is currently filled with noisy, revelling and drunken knobolds. There are 23 normal kobolds, (HP: 3 each) who will attack with tooth and claw, forgetting to snatch up their swords in their alcoholic haze; there are also two kobold chiefs (HP: 5, 5), who will remember to attack with shortswords at +2 damage. The kobolds' drunkenness means they will attack at -1 to hit, but have +10% morale. The stakes in the many gambling sessions in progress are scattered over the tables, amounting to 231 c.p. and 47 s.p.

7. Kitchens
In here are 7 female kobolds (HP: 1 each) overseeing 3 female gnome (HP: 1 each) slaves who are cooking gnome, elf and pig meat for a banquet.

8. Empty Room

9. Torturer's Chamber
In here is a large (HP: 4) kobold, the torturer. He attacks with a longsword; the room contains a gnomehide bunk, a chest of torture implements, and a bag containing 34 g.p., 21 s.p., and three rock crystals worth 50 g.p. each.



10. Torturer's Pet's Chamber
Chained to the wall in here is a very annoyed giant snake (AC5; 6d8+1; HP: 19; Att: 2 – 8 constriction) (MM) which can and will attack anyone approaching within 5'. An elf skeleton can be seen at the back of the room.

11. Hide Hall
This is lined with the hides of men, elves, dwarves and of course gnomes. The skulls of the victims are nailed above their hides, and hold pale candles.

12. Giant Weasel Pens
Here are 4 giant weasels (AC6; 3d8+3; HP: 14, 16, 16, 17; Att 2-12 + drain blood) (MM) used by the kobolds for hunting and as guardians. They prowl free, and anyone except the Weaselmaster (24) who opens the door will be attacked.

13. Incubator
This is where the kobold eggs are kept; each one is wrapped in humanoid hair and nestles in a gnome's ribcage. They are tended night and day by 6 female kobolds (HP: 2 each) from (20).

14. Chieftain's Lair
Plushly furnished, this hall contains a large hide bed, several tables and chairs, and an armour and weapon rack. Under the bunk is a chest containing: 230 g.p., 475 s.p., 800 c.p., and three doses of *potion of infravision*. The chief is an exceptionally large kobold (HP: 6) who fights as a one-die monster, and at +2 damage.

15-19. Guardrooms
Each of these rooms contains three kobolds (HP: 4 each) armed with shields and longswords – the chieftain's bodyguard.

20. Harem
10 female kobolds (HP: 2 each) lair here, of whom 6 will be tending eggs in (13) at any time. Each kobold has 3-18 g.p. worth of jewellry.

21. Banquet Hall
This is currently empty, containing a long wooden table and 300 s.p. in assorted candlesticks. The floor appears to be covered in dried flesh.

22. Tower
4 kobolds (HP: 1, 2, 2, 3) on guard, each with shortsword, shortbow and 8 arrows.

23. Empty Tower

24. Weaselmaster's Tower
In here, in extreme squalor, dwells an old crippled chieftain – the Weaselmaster. [See (12).] He is immensely strong, attacking with a cleaver at +3 damage. He has 12 s.p., a bracelet worth 70 g.p., and a gnome carcass on the floor.

25. Tower
This is occupied by three kobolds of the chieftain's bodyguard (HP: 4, 4, 4). They are armed with shields and longswords.

26. Little Stair Tower
This tower houses a stair, climbing 150 feet to a small room whence, out of the arrowslits, can be seen the Temple of the Golden Spire. It is the home of two ghouls (AC6; 2d8; HP: 9,11; Att 1-3/1-3/1-6 + paralysation; immune to *sleep* and *charm*). No kobold ever ventures here for obvious reasons – but they know of the occupants.

27. Chapel
The only inhabitant is a crucified and dying gnome, who will warn the party not to . . . and then die. Many racks, torture devices etc. are spread over the floor; the altar is now a firepit, and the place seems to be used as a torture chamber.

28. Stables
Here are kept 11 pigs and 2 vicious wild boars (AC7; 3d8+3; HP: 12, 13; Att: 3 – 12) (MM) which will charge out when the door is opened. The boars will attack 50% of the time.

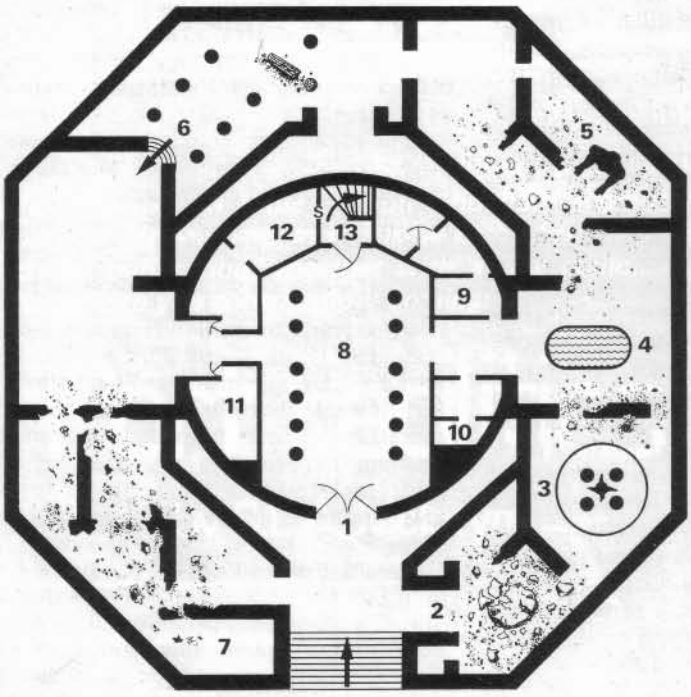
29. Well

J. THE TEMPLE OF THE GOLDEN SPIRE

Forty foot high walls surround a tower topped by an additional 60' of slim, tapering spire. The walls are covered in ivy, and easily climbed (10% chance per character of loose rock: 25% chance of falling). Every 20' around the walls are worn but evil-looking gargoyle heads. Muted groans and howls come from within.

Encounters within the Temple
An encounter occurs on a roll of 1 on a d12; check every 3 turns.

d20	Type of Encounter	
1-6	Owlbear	(AC5; 5d8+2; HP: 25; Att 1-6/1-6/2-12) (MM)
7-10	Giant Lizard	(AC5; 3d8+1; HP: 14; Att 1-8 + double damage if natural 20 is rolled to hit) (MM)
11-13	1-2 Ghouls	(AC6; 2d8; Att 1-3/1-3/1-6 + paralysation; unaffected by *sleep* or *charm*) (MM)
14-17	2-8 Giant rats	(AC7; 1-4 hit points; Att 1-3 + disease) (MM)
18-19	Gargoyle	(AC5; 4d8+4; Att 1-3/1-3/1-6/1-4; magic weapon required to hit) (MM)
20	Wight	(AC5; 4d8+3; Att 1-4 + energy drain; magic or silver weapon required to hit) (MM)



KEY:

1. Valves of Bronze
These are 20' high doors of featureless bronze, bearing a large skull of black iron on each side. They show up on *detect magic,* and can only be opened by magical means.

2. Collapsed Outbuilding
A corner of the roof forms an ominous dark hole, inside which is a giant lizard (the same one encountered as a wandering monster). It attacks anyone crossing the rubble.

3. Four-Armed Statue
This has four faces, showing respectively pain, ecstasy, fear and anger. On each palm is a carven symbol. Just off the plinth are four 8' high stones, bearing the same symbols. The plinth can be revolved with difficulty, and two of the symbols are lined up, but the other two cannot be aligned.

4. Pool
There is a 10' wide margin around this. Anyone going closer than 5' will be grabbed by two tentacles – for this is the lair of a giant octopus (AC7; 8d8; HP: 32; Att 1-4 x 6/2-12 + constriction) (MM). Each round thereafter another tentacle will strike until 6 of them hold the unfortunate. The octopus hits at -2 on the attack die. In the bottom of the pond are 600 gp, 450 pp, 2 gems worth 100 gp each, and two rings: one is of amber and gold, worth 200 gp; the other of jet and silver, worth 300 gp.

5. Statue
This is 40' high, and of a very primitive design, with just the basic cuts to make it look human. The hands are delicately designed, and covered in a yellow powder – they are extended, palms uppermost, as if to accept something. Around its feet are small lumps of the powder. Two flights of steep stairs spiral up its thick legs to a level with the hands. If any character steps onto the hands, they will close and crush him, and when they open all that will be left is a thin covering of powdered bone, some of which will drop to the ground. The statue can be detected as evil if a *detect evil* is cast.

6. Broken Archway
Standing here, covered by a roof, is a huge, gaunt suit of black plate mail, holding a double-handed morning star. It is animated and if anyone passes down the line of columns in front of it, it will move to attack that person (only), until he is dead. It attacks as a 4th level fighter, and has 35 hits. Upon receiving this much damage, it will collapse and crumble to dust. If the dust is examined it will be found to contain a small iron key. This is magical, and will open both the Valves of Bronze (1) and the door to (13).

7. Lair of the Old Guard
The old guard of the Temple lives here – an owlbear (HP: 27). It can often be found wandering in the ruins, and hates the giant lizard and the octopus. In its nest of debris, fur, cloaks and bones are 200 gp in two sacks, and a dirty battered *mace of disruption.* If the owlbear hears noise or fighting it will rush to investigate.

8. Hall of the Harpy
Dustridden, with a 40' high ceiling. Note that the light from a torch will not reach right up into the shadows near the ceiling, where a harpy (HP:16) has made her lair. On the party's arrival, she will begin to sing, leading as many members as possible away from the others. Once this is accomplished, she will *charm* them all and order them to behave normally until the party has accumulated more wealth; then they must kill the free members, and bring the loot to her. If she is threatened with attack, she will order the charmees to defend her, and then try to lure away more victims.

35' up on her filth-spattered ledge are 300 gp of fine raiment stolen from the village, and 400 sp. The clothes are soiled, but not beyond cleaning. At points along the longest wall are two shields; each has two spears crossed over it. The southern shield on the eastern side is a *shield of missile attraction,* (-4 vs missiles) and once taken up, cannot be removed except by a remove curse spell.

At the north end of the room is a huge iron door with a small keyhole hidden beneath a cover in the form of a skull. This cannot be opened by any means other than the key from (6).

9. Enclave
On the back wall is a mithril skull 10' across, above a bronze plaque which says (in the common tongue):

Touch me with warmth
And I will breathe again.

If anything warm is touched to the skull, it will breath poisonous gas. Unless a saving throw is made, victims will lose 50% of their strength and dexterity. The gas fills the enclave.

10. Shadow's Lair
This dust-covered room is empty except for a shadow (AC7; 3d8+3; HP: 14; Att 2-5 + level drain; magic weapon required to hit) (MM). The dust is nearly 2" deep.

11. Furniture Store Room
The room is full of dust and rotten furniture; here lurk two zombies (AC8; 2d8; HP: 6, 8, 9, 13; Att 1-8; unaffected by *sleep, charm, hold* and *cold;* holy water does 2-8 damage) (MM).

12. Stone Oracle Chamber
The door to this *continually dark* room bears the following message in common:

This room is the Oracle of the Tunulus King.
Enter and Die!

Within is a coffin. Once a character enters he will be unable to find the exit unless the darkness is nullified by either a *light* spell or a *dispel magic.* Every full turn, there is a 30% chance that any character inside will meet the wight (HP: 22) which lairs here.

13. Stairway
This leads to the Golden Spire, and is guarded by a gargoyle (HP: 15). At the top is a small room 15' in diameter and 10' high. To the west is a shuttered window, and the stairs lead into the room on the south wall.

There are four ornate golden pillars in the shape of demons, connecting which is a ring of purplish powder. Inside this is a blackened, charred skull with opaline eyes. If the ring of powder is broken, or the window shutter opened, or the ring is entered by a living being, then the skull will rise up, forming into a wraith (AC4; 5d8+3; HP: 2 5; Att 1-6 + energy drain; silver or magic weapons to hit) (MM). The skull can be smashed by 15 points of damage from any missile weapons. The pillars are worth 2000 gp each.

Dear WD,

Since alignments seem to be the talk of the day I have decided to take up arms in defence of the system before general opinion discards it.

Role playing is after all *role* playing and surely alignments add character and excitement to your part in it. I find characters more enjoyable to play when they have firm beliefs which individualise your character. I realise it takes considerable skill and effort to play your alignment but done properly it adds so much to the game.

Yours sincerely,

Nick Baber, Broadstairs, Kent.

Dear WD,

Let nobody doubt your courage, after your editorial comment concerning the thought that the *D&D* Vancean/Gygax spellcasting concept may be out of date.

The power system used in *RuneQuest!* is only one of several which have appeared in published games. Another such is the mana point system used in the *Arduin Grimoire,* for example. The concept is that a mage has only so much energy available with which to cast spells (or is subject to fatigue, in *Chivalry & Sorcery*), instead of a fixed usage of each spell. It allows greater flexibility for magi, and gives them greater power. Some people feel this is a bad thing, but many gamers prefer it.

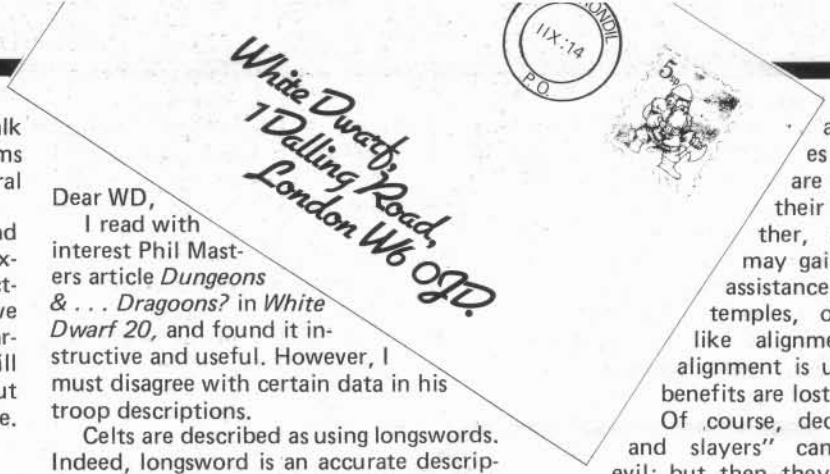
It should be noted that the power point concept originated not with the game companies, but with the fans. I first saw it in *Alarums & Excursions,* the APA published by Lee Gold in Los Angeles. Groups I've played *D&D*-based games with used different versions of the system, but the general idea seems widespread in this area.

Another magic system originated by the fans is the klutz factor system, which I first saw in *The Wild Hunt,* the APA published by Mark Swanson and Glenn Blacow in Boston. This postulates a different limit on the repeated use of a spell, by giving the mage a calculated percentage chance of failure (klutzing) with a spell, which doubles with each repeated attempt at casting the same spell until the mage has rested. Double klutzing – rolling very high on 1d100 when casting – warps the spell, which can be anything from embarassing to deadly.

What other magic systems are lurking out there in gaming groups, that have never appeared in print? If anyone has original system not a variant of power points or klutz factor, it would be a good article topic for *White Dwarf.* (I expect an article on klutz factor magic will be published in *Different Worlds* sometime in 1981.)

An error appeared in the *Jorthan's Rescue* scenario in *White Dwarf 19.* The second prisoner, Jellessa Tigerbane was identified as a Rune Priestess of Waha the Butcher. Since this cult is a male one (a fact that wasn't settled until after the scenario was written, by *Cults of Prax*) she should have been changed to Ernalda. Any reader who spotted the error gets an experience roll for Spot Hidden skill.

John T. Sapienza, Jr.
Washington, DC, USA.



Dear WD,

I read with interest Phil Masters article *Dungeons & . . . Dragoons?* in *White Dwarf 20,* and found it instructive and useful. However, I must disagree with certain data in his troop descriptions.

Celts are described as using longswords. Indeed, longsword is an accurate description of the standard Celtic sidearm. But the *D&D* longsword is a thrusting, not a cutting weapon – as reflected in its high (1-12) damage against large monsters, given to other stabbing weapons such as the shortsword, trident and lance; the Celtic longsword had an almost useless point, and was only intended for slashing. It should therefore be treated as a *D&D* broadsword, with relatively low damage against larger monsters, like the other one-handed cutting weapons, e.g. the scimitar.

Further, Roman segmented iron armour should be rated as banded armour (AC4) and should consist of steel plates instead, as unless adventurers are assumed to wear iron armour (which is less effective), troops in *D&D* campaigns using bronze or iron weapons would swiftly be killed. So although the historical descriptions are correct in this respect, unless the DM indulges in time-warping, troops encountered will be using the same metal for equipment as players, whether it be iron (as in my campaign) or steel (as I believe was intended in *D&D*).

I hope Phil's wide-ranging and helpful article will inspire more DMs to adopt iron-age worlds, as this increases creative potential as well as rationalising a decentralised world with separate cultures developing side by side.

Yours sincerely,

Will Stephenson, Hoylake, Merseyside.

Dear WD,

Your recent editorial on alignment *(White Dwarf 20)* was, I think, rather questionable. The answer to its points is surely implicit throughout *AD&D* and *C&S,* but could be summarised as follows:

Playing without alignment considerations is less interesting, especially when the games are considered in relation to the fantasies on which they are based. The tense struggle between Law and Chaos, Good and Evil provides as much interest as any amount of dragonslaying or ogre-hunting, and usually forms a main unifying theme. Further, fantasy provides more concrete reasons for sticking to ethical codes than the real world; it is certain that gods and devils watch the actions of men, prepared to punish or reward. Also, the structure of a religious society ensures that a character who is unstable in his alignment will be mistrusted, avoided, or even attacked.

So, clerics and paladins lose their powers if they don't keep to their alignments; monks need the orderliness of their alignment, and rangers the values of theirs, or their skills are lost. Thieves and assassins are limited to their trades. Further, all characters may gain from divine assistance, the aid of temples, or recruits of like alignment. If their alignment is unstable, these benefits are lost.

Of course, dedicated "hack and slayers" can declare for evil; but then they cannot complain if other players, NPCs, and monsters avoid them.

This depends on competent Dungeon-mastering. Still, it gives the DM a useful hold over players. Fair Enough?

Yours from beyond reality,

Phil Masters, Cambridge.

Dear WD,

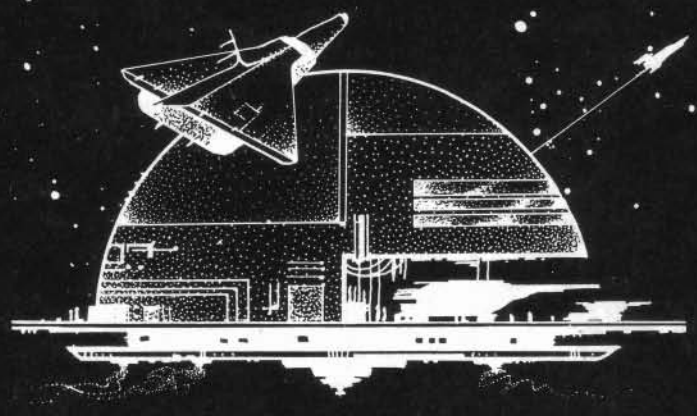
In response to the letters on alignment printed in *White Dwarf 21,* I would like to make a few comments and suggestions; first, if a DM makes it clear what sort of actions he expects from each alignment (perhaps by providing a written list of guidelines) and if a player thinks for a few minutes to decide on the personality of his new character then the choice of an alignment that will not be compromised by future play should not be too difficult. Still, if a player does perform actions contrary to his chosen alignment then he should be allowed to do so; disallowing these actions would result in the rigid system which John Kleeman seems to be afraid of; but allowing characters do as they want whenever they want, which is what he seems to be suggesting, would remove one of the most useful tools that the DM has – and indeed a guide from the players in an already chaotic multiverse. After all if the players ignore alignment limitations why should the monsters stick to them?

Here is one possible way of running alignment. If a player proposes an action which is improper for his alignment then the DM warns him and allows him to reconsider. If the warning is ignored or if the substitute action is also improper then a curse falls upon the character, its severity depending on how improper the action was. The character may either perform some task which is of sufficient benefit to his original alignment so as to lift the curse, or continue on his wayward course. In this case, as the character comes nearer to the point of permanently changing alignment the curse increases in severity until the character completes the change and is struck by the final curse – Energy Level Drain. While cursed, a character may not use aligned magical devices.

These curses cannot be avoided nor removed in any way, not even another god will help as the curse system is the only way the gods have of discouraging fickle mankind from constantly changing alignment.

Yours sincerely,

M. Byng, Portsmouth.



Edited by Bob McWilliams

Many thanks to those of you who have submitted material for Starbase; *in this issue is the first of these to see publication, together with a few comments. Please keep you contributions coming!*

Port Facilities

by S.L.A. McIntyre

Type and Availability

Class A starport:	Orbital Station (1-2) Automatic.
	Tugs: (1-6) 99% chance.
	Tractor Tugs (1-2) 80% chance.
	Tenders (3-18) 85% chance.
	Repair tugs (1-2) 90% chance.
	Shuttles: (3-18) Automatic.
Class B starport:	Orbital Station (1) 90% chance.
	Tugs (1-3) 95% chance.
	Tractor tugs (1) 70% chance.
	Tenders (2-12) 75% chance.
	Repair Tugs (1-2) 80% chance.
	Shuttles (2-12) 95% chance.
Class C starport:	Tugs (1-3) 85% chance.
	Tractor Tugs (1) 50% chance.
	Tenders (1-6) 55% chance.
	Repair Tugs (1) 60% chance.
	Shuttles (1-6) 50% chance.
Class D starport:	Tug (1) 50% chance.
	Tender (1-3) 25% chance.
	Repair Tug (1) 30% chance.
	Shuttles (1-3) 25% chance.
Class E starport:	Shuttles (1) 10% chance.
Class X starport:	Nothing.

Descriptions

Orbital Station: A space station in orbit around the planet, with facilities for refuelling, recreation and repair. There may also be dormitory space or the station might be an orbiting hotel, possibly run by the Traveller's Aid Society. Shuttles operate regularly from the station to the ground starport. The size and docking capacity of the station must be determined by the referee.

Tug: A 100 ton non-starship with generally type C M-drive and power plant. It has a pilot and an engineer as crew. A tug's function is to attach itself to ships to provide motive power. Several tugs may 'add themselves onto' the ship's power to move a ship faster or in difficult situations. Basically one tug may attach per hundred tons, but all acceleration is not cut down by the ship's dampers: i.e. it applies to the crew, as in *White Dwarf 14.* Tugs cost twice the amount of fuel they consume in operating. On rare occasions tugs may manoeuvre ships inside the atmosphere. This is difficult and dangerous so the service fees are very high (and few tug pilots will do it).

Tractor Tugs: These are tugs fitted with tractor beams, to manoeuver ships from a long way off. They are found at TL 14-15 and for each TL below 14 the chance decreases by 10%. Referee's may abandon them if they do not use tractor beams or set the TL of introduction higher. Their chief use is as brakes for ships travelling fast, which have lost the use of their manoeuvre drives. Tractor beams are described in *White Dwarf 14.* At TL 16-18 all tugs become tractor tugs.

Tenders: 100 ton non-starships with drives B. They serve as tugs in emergencies but their chief role is as fire-fighting ships, shuttles, intra-system couriers and other general jobs. They may be chartered to attend to any one particular ship if the ship is in port for a long time. They may often be privately owned and run. The costs are equal to the fuel used plus Cr. 500 per hour or long term charters at Cr. 1,000 per day.

Repair Tugs. 100 ton non-starships with drives B. They may serve as tugs, but carry a crew of four. One will be the pilot but the others each have various expertises such as engineering, electronics, mechanical, gravitics, computer or commo, for repairs in orbit. Each crew member has expertise of two or more. They will cost the usual repair bill, plus 20% of the repair cost.

Shuttles: Described in Starships. The shuttles at type E starports will be privately owned and may well charge high fees by virtue of their monopolies.

Naval Bases

Occurence is as *Traveller,* Book 3, but the facilities at the base are determined as follows. Naval bases are either first strength (normal determination as for starport) or second strength (determine as for starport one class lower). Scout bases are always equipped as a starport one class lower. The Scouts will offer their facilities to the public at a price, the Navy only in emergencies and then at a price. The type of warships at the base must be determined by the referee.

Comments:

Just one or two points to make on a reasonable selection of port facilities.

C, D, and E starports with a higher than average Tech Level should have a good chance of an associated orbital station — this may in itself be the reason for few planetary facilities. However, the starport type should be the limiting factor on fuel and repair capabilities. The referee might also like to allocate a few special facilities to orbital stations, or even create additional stations, on a subsector-wide basis. Such things as hospitals, university departments, space academies and conference/exhibition centres spring to mind.

Shuttles may be modular (as the NASA Shuttle) and capable of being refitted for numerous other tasks.

As regards ownership, this may be related to the government type or any political description the referee has concocted — vessels may be state-owned, company-owned or even a co-operative as alternatives to private ownership.

Albie Fiore selects some readers monsters that are guaranteed to strike fear into the heart of even the boldest adventurer. . .

The Heavy Brigade

The FOUR HORSEMEN of the APOCALYPSE

by Ian Cooper

LOM, OGAA AND SAMAZAN

No. Appearing:	**1 – 3 (1 – 4)**
Armour Class:	**-1**
Movement:	**12"/15"/36" on nightmare**
Hit Dice:	**12d8**
Treasure:	**S,T,U**
Attack:	**By weapon type**
Alignment:	**Chaotic evil**
Intelligence:	**Genius**

KY (Supra-Lich)

No. Appearing:	**1 (1 – 4)**
Armour Class:	**-1**
Movement:	**6"/15"/36" on nightmare**
Hit Dice:	**16d8**
Treasure:	**U**
Attack:	**1- 10 plus paralysis; spells as 23rd level magic-user**
Alignment:	**Neutral (biased to chaotic) evil**
Intelligence:	**Supra-genius**

The Horsemen of the Apocalypse are the lords of the undead vassals of Orcus, Prince of the Undead.

Lom, Ogaa and Samazan are skeletons of supra-normal power. They each wear elaborate magic plate mail (no shield) and an incredibly ornate helm. They can only be hit by a +1 or better weapon and are immune to certain spells as a normal skeleton. They are turned as ghosts on the clerics vs undead matrix.

Ky is a supra-lich of 23rd level who has been granted demonship. He can only be hit by a +1 or better weapon and is immune to certain spells as is a normal lich.

All of the Horsemen ride extremely loyal nightmares.

Each Horseman also has the following special abilities:

Control undead: as for evil cleric;
Speak with undead;
Animate undead;
Summon undead: roll d20: 1–6 = 2–16 skeletons; 7–11 = 2–12 zombies; 12–15 = 2–8 ghouls; 16–18 = 1–4 shadows; 19–20 = 1–2 wights;
Turn cleric: as a 12th level cleric vs a lich with a bonus of +1 for each level that the target is below 18th;
Cause fear: as magic-user spell;
Lose hope: by this power, a person failing to save vs spells loses hope and throws down his weapons. His flesh begins to decay causing 2–16 hit points of damage per melee round. Unless *cure disease* or *remove fear* is cast on the victim he will become a living (undead) dead skeleton when his hit points are reduced to zero.

Lom, First Lord of the Undead: Lom was once a skeleton who shared Prince Orcus's life and was granted special powers. He has a psionic strength of 100 and all attack/defence modes. (The DM may roll for Minor (Devotions) and Major (Sciences) if desired.) He carries a +2 two-handed sword which he can wield in one hand. His helm bestows on the wearer the powers of *infravision* and *detect invisible objects*.

Samazan, Second Lord of the Undead: Samazan the skeleton once performed many bold deeds to gain power. The most infamous of which was the theft of the *Axe of the Golden Minotaur*. This +3 battle-axe was once in the possession of a powerful minotaur and has the power, once per day, to summon 1–10 minotaurs all armed with +3 battle-axes and under the control of the summoner. The axe was stolen by Samazan who used his once per day powers of *improved invisibility* and *move silently*. His helm endows the wearer with the powers of *keensightedness* (as *Eyes of the Eagle*) and *see magic items*.

Ky, Third Lord of the Undead: His great deeds led him to great esteem and demonic powers. He is basically a 23rd level magic-user lich, though his robes are not tattered, but are black and flowing. He wears no helm but has the *Skull Crown* which is only usable by magic-users of at least 15th level. Any magic-user below 15th level who wears it will immediately have his mind blown and be reduced to simpering imbecility for it can tune in to 10 – 100 people's thoughts. It also bestows the powers of *suggestion*, *hypnosis*, Psionic Blast and Intellect Fortress. Ky also has a *scream* which causes *fear* within a 5' radius and summons the other Horsemen.

Ogaa, Fourth Lord of the Undead: This once famous 20th level retiarius was, on his death, granted his position by Orcus. He has open hand damage of 2 – 16, a +5 trident with *sleep* potion, and a *Net of Entrapment*. His helm gives the powers of *ultravision, track* and *cause fear*.

UNGOLIANT: QUEEN of the SPIDERS

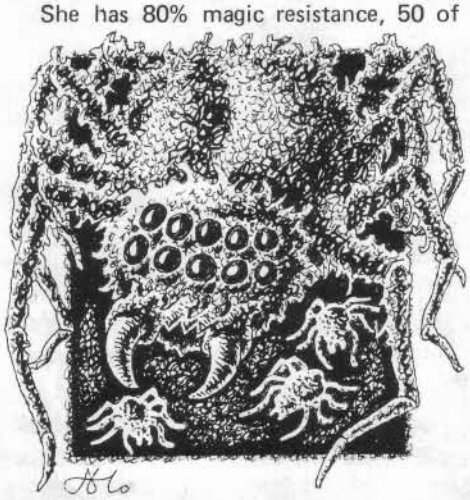
by Peter Cockburn

No. Appearing:	**1**
Armour Class:	**Body: -6; Belly: 6; Eyes: -4**
Movement:	**35"**
Hit Dice:	**225 hit points**
Treasure:	**None (all devoured)**
Attack:	**Bite (3 – 36); 2 legs (2 – 24 each)/ 2 palps (1 – 12 each)/ 6 legs (see below) plus special**
Alignment:	**Chaotic evil**
Intelligence:	**High**

The original of all spiderkind and their kin, Ungoliant is a Demonic cloud of Blackness and Malice that assumed an enormous (50' across), repulsive spider-like form. Swathed in her *'unlight'* (equivalent to 5 *darkness* spells), she is attracted to precious metals, gems, magic items, etc. which she devours to gain 1 hit point for every 10 g.p. of value that they had.

Her mighty jaws crush for 3d12 hit points of damage, swallowing whole on a natural 20 (instant death). She may also flail out with her palps or her forelegs, inflicting 1d12 and 2d12 respectively. Her entire body oozes a +3 contact poison and thrice daily she can breathe a 30'x30'x30' cloud of *fear* gas. She has 10 eyes that function as those of a beholder (covering 90' in front and all above Ungoliant) except that the 7th eye fires a Molecular Agitation Ray (as the psionic discipline). One will randomly fire at an opponent every 2 melee rounds.

She has 80% magic resistance, 50 of



which comes from her *unlight*, the rest being natural. She is immune to psionics.

If seriously wounded or enraged, she will rear up and attack only with her breath and 6 legs, but this exposes one of her weaknesses — her AC6 belly. Her other weaknesses are to fire and light. If her *unlight* is destroyed (by 5+ *continual light* spells) then any additional magical *light* will either inflict 3 — 30 hit points of damage, or completely destroy any one eye it is directed at. Fire will always inflict double damage on her, but she is immune to cold. She may only be hit by +3 or better weapons. She will flee from unfavourable situations, summoning 3 — 30 phase spiders to help cover her escape.

There is a whip embedded in one of her, legs, which, in the hands of a chaotic evil creature such as Balor, becomes a +5 (+8 vs good) *Flaming Whip*, inflicting 6 — 36 points of damage or twice that if wielded by someone with 18^{00} strength.

CAPRICORN

by Roger E. Moore

No. Appearing:	**1 — 3**
Armour Class:	**2**
Movement:	**48" (swimming)**
Hit Dice:	**14d8 + 7**
Treasure:	**G, S, X**
Attack:	**2 hooves (2 — 5 each); horns (2 — 16); psionics**
Alignment:	**Neutral good**
Intelligence:	**Genius**

Capricorns are water elementals of a very rare and powerful sort. They are large, usually 10' long, and have the head, torso and forelegs of a great, white-furred goat. The rear half of the body is a blue-green fish tail. The horns of a capricorn are 3' long and project backwards from the head in a straight line, but may be brought forward as deadly weapons in combat when the creature dips its head and lunges at an enemy.

They are usually quite friendly, however, and act as the lore-masters of the deep seas. Tritons, sea elves and merman consult them on various matters, and player characters may find them to be quite knowledgeable about undersea ruins, wrecks, and possible treasure hoards and monsters — for a price.

Capricorns are highly psionic, and have a psionic ability of 201 —300. They may use attack modes A, B, C, and E; and defend with F, G, H, and I. All have the following psionic disciplines, used at the 14th level of ability: Clairaudience, Clairvoyance, Detection of Good/Evil, Detection of Magic, Invisibility, Object Reading, Precognition, Sensitivity to Psionic Impressions, and Telepathy. They use the last power to communicate with any creature, regardless of the language it speaks. Oddly enough, these beautiful creatures cannot speak or make any sort of vocal noise.

They have a 65% magic resistance and can only be hit by a +2 or better weapon. Because of their mental awareness, they can only be surprised on a 1 on a d6.

Capricorns hate all evil and will atack evil creatures without warning or provocation. They particularly hate the sahuagin and have fought them for thousands of years. Persons who aid capricorns in a fight against sahuagin, or who attack sahuagin themselves and make it known to a capricorn, may win a friendship with these beings, though neutral characters will not be as highly regarded as good ones.

Magical items that affect elementals (such as *Scrolls of Protection from Elementals* or weapons that have bonuses against enchanted monsters) also affect capricorns.

These creatures are generally unwilling to serve as mounts for anyone, unless it is on a temporary basis for a powerful good person who needs help right away.

Capricorns will either attack with their front hooves or with their horns, but will not be able to use both at the same time in one melee round. They will not attack with psionics unless first attacked psionically (though they will use a psionic defence during any encounter, to be on the safe side). Their use of psionic Invisibility makes them exceptionally dangerous to their enemies, and gives them access to many places in the seas that other beings cannot go.

CRYSTAL GOLEM

by Robert Outram

No. Appearing:	**1**
Armour Class:	**4**
Movement:	**6"**
Hit Dice:	**12d8 (70 hit points)**
Treasure:	**Nil**
Attack:	**3 — 24; plus special**
Alignment:	**Neutral**
Intelligence:	**Non-**

This rare creation is the result of collaboration between an illusionist and a magic-user. The spells needed for the creation of a crystal golem are: *wish, polymorph any object, geas, glassteel,* and *colour spray* (the last named must be cast by an illusionist of at least 10th level). If an illusionist wishes to create a crystal golem without the aid of a magic-user, he must use scrolls of those magic-user spells, together with an *alter reality* spell. In either case the cost will be 80,000 g.p. and the time required for the construction is four months.

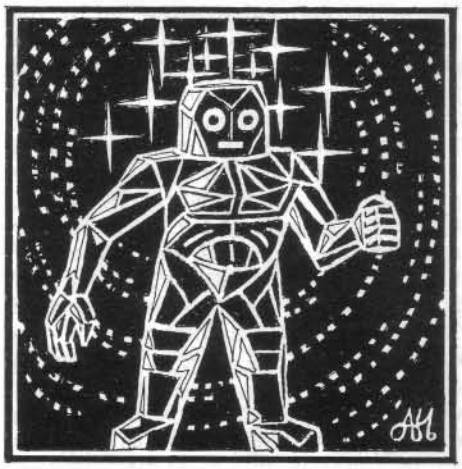
The crystal golem is as strong as a stone golem and is vulnerable to +2 or better weapons. Fire and cold do one point of damage per die, lightning does no damage and the golem can discharge half the damage rolled on touch within two rounds.

The spell *glassee 'slows'* it for 2 — 12 rounds. If a *prismatic spray* is cast on it, the golem can discharge the spell within 24 hours. This can be a potent weapon for an illusionist. The spell *disintegrate* will affect it if it fails to make its saving roll. *Glassteel* will restore *all* damage.

The crystal golem's special attack (every four rounds) is a *colour spray* from its gaze, range 3". Those failing to save are affected as follows:

Victim's Level	Effect
0 — 3	Stunned 2 — 8 rounds
4 — 8	Stunned 1 — 4 rounds
9 plus	Stunned 1 round

As with the other golems, the crystal golem can be controlled by its creator, though it can only understand and obey simple commands.



FIEND FACTORY COMPETITION

I must admit to being pleasantly surprised by the response to this competition. Not only were there an extremely large number of entries, but most of them were of a very impressive standard which made the judging very difficult. Plaudits, though not the prize, were earned by excellent entries from: Phil Masters, Alan Harper, Y.M. Gay, Martin O'Donnell and many others. Alan Harper and Keith McDonagh also deserve a special mention for the fine artwork that accompanied their entries. The competition was judged by a panel of three who were unanimous in their choice: the winner was Daniel Collerton who will receive the prize of Una Woodruff's book, *Inventorum Natura*, kindly donated by Phin Publishing Ltd., the distributors of the book. Daniel's entry was accompanied by an excellent scenario featuring the flymen, but this did not influence the judges who were unaware of its existence. However, next issue's *Fiend Factory* will feature not only Daniel's winning entry for the flymen, but also his scenario, *the Hive of the Hrrr'l*. Once again, my thanks to all who entered the competition for their overwhelming enthusiasm.

WHAT THE NUMBERS MEAN

An explanation of character statistics in D&D.

by Lewis Pulsipher

Many *D&D* referees are puzzled by the various numerical values which make up a character. This minor exposition should function as a *dispel confusion*.

First, the extreme sums of three dice, 3 and 18, are not really that uncommon – one chance in 216 for each. Any reader probably has contact with 216 people. Excluding those crippled by disease or accident, the clumsiest and slowest of those 200-odd represent a dexterity of 3; the most intelligent, an intelligence of 18; the strongest, a strength of 18, and so on. If the 3 – 18 range is intended to apply to men only, then the range for women might be higher or lower for some characteristics (strength, certainly). Even an 18^{00} appears one in 21,600 times, so a fighter that strong is far from the strongest man in the world – that would require roughly a strength of $18^{0000000}$. When refereeing, keep in mind that the *D&D* system cannot reflect really extraordinary attributes.

Hit points must be thought of in terms of percentages rather than absolutes. Obviously, the body of an 8th level fighter can't withstand eight times as many severe cuts and slashes as a 1st level body. The capacity to absorb punishment changes very little. But the increase in hit points reflects an increase in defensive skill. A 9 point hit, a blow that would kill most 1st level characters, is partly turned or dodged by the 8th level character so that his body is damaged less – still 9 'hits' but only about 25% of what is needed to kill him. For example, instead of cleaving his skull, it chops his shoulder or slices his scalp. Thus the defensive capacity of a character increases, but in a subtle way. In the same way other changes with level reflect skill and knowledge, – experience, if you like – and not alterations in the body's composition.

Strength is self-explanatory, but remember that it means overall body strength, not merely arm strength. Intelligence is often defined as the ability or capacity to learn, but it is not inevitable that a highly intelligent person will use his intelligence fully (or even wisely). Thus wisdom can be thought of as a guide to how willing a person is to apply his intelligence to a problem. A low-wisdom character, whatever his intelligence, is more likely to act before he thinks, or to be emotional rather than logical, than a high-wisdom character. To some referees, wisdom is the equivalent of common-sense, though that is such a nebulous term that it is better to forget it. Wisdom can be used for those odd situations where nothing else seems to apply: for example, wisdom may determine whether or not a character looks into a vampire's eyes, or, more likely, a combination of intelligence and wisdom will apply (roll six dice and a total higher than intelligence plus wisdom means that he looks at the eyes).

Constitution is also self-explanatory. Dexterity seems to represent reaction time, quickness of movement or agility (dodging, etc.), and fine dexterity (lock-picking, etc.) all in one. In a more complex role-playing game, these attributes should be covered by two or three numbers. Charisma is especially difficult, possibly because it is not a British word. The most shallow interpretation of this ability translates it to physical beauty only. A man with 18 charisma is extremely handsome; one with 3, extremely ugly. That a handsome man might have a squeaky voice is not considered. It is more useful to consider voice and demeanour along with appearance, staying closer to the original meaning of the word. (John F. Kennedy was supposed to have (high) charisma, for example.) A charismatic person won't necessarily (but probably will) be handsome, or have a commanding voice, but, for whatever reasons, he will impress people and they will follow him. It is best to think of charisma as the equivalent of inherent leadership ability. Experience and prior authority can help one develop one's natural leadership abilities, so a high level character with low charisma may be a more effective leader than an inexperienced high charisma character. To make a character leader of a party because he has the highest charisma is ridiculous, but in dealings with other humans, a character's charisma can affect their reaction. A charisma number should never affect a player's reaction, however. Non-humanoids aren't likely to be affected by human charisma at all.

Finally, I must add a few words about hit points. While a system which directly measures defensive skill would be more efficient than the indirect means of increasing hit points, the latter is not indefensibly unrealistic. Since hit points reflect skill, when a man is asleep, his skills have no effect and his hit points are those of a normal man (1 – 4), so his throat can be cut as effectively as anyone else's. Any referee who gives a sleeping, or otherwise helpless creature, its full hit points is fooling himself. At the other extreme, where the increasing hit points system can make a big difference, dragonfire and the like, the extra hit points represent precautions which experienced characters take before they meet such danger, and a sixth sense which warns them of some dangers and allows them to react in the most effective way. Dragon breath, after all, does not burn the skin to a crisp (or freeze it) – a slightly ludicrous notion even if dragons are magical. Rather the superheated (or supercold) air, if it fills the lungs, does the damage. A victim of dragon fire dies because his lungs are destroyed, and it's clear enough that turning one's head away and keeping one's mouth and nose shut will help reduce the damage. Consequently the same breath does less damage by percentage to the experienced (and higher hit point) character than to the inexperienced. The best defence of the increasing hit point system, however, is that using it gives players more control of what goes on, however unrealistic it sometimes is, in a dicey game. Remember *D&D* is a war*game*, not a simulation.

. . . Steve Jackson, designer of **Ogre** and **The Fantasy Trip,** has now formed his own games company, *Steve Jackson Games.* Initial releases are **Kung Fu 2100,** a tongue-in-cheek martial arts game first introduced in **The Space Gamer No.30; One-Page Bulge** is a fast-moving simulation of the Ardennes offensive of 1944; **Raid on Iran** gives you the opportunity to free the American hostages from the embassy; and **Cardboard Heroes** is a line of fantasy miniatures -- in cardboard . . .

. . . *Chaosium* are active again with the release of the boxed edition of **RuneQuest** which includes the rulebook, a revised **Apple Lane** scenario booklet, **Fangs** a starter set of pre-rolled monsters and NPC's, character and monster sheets, a booklet on general role-playing, and six polyhedral dice. Just out are two **RuneQuest** supplements: **Plunder** is a book of treasure, and **Runemasters** is a book of strong role-playing characters such as Rune Lords and Rune Priests. In the pipeline is **Griffin Mountain,** a large **RuneQuest** scenario pack; the **Thieves' World;** and three **Elric** games: **Soul-Stealer** a **RuneQuest** variant for **Elric** role-play, **White Wolf** miniature rules, and a complete re-casting of the **Elric** boardgame. The patient are also to be rewarded with the news that **White Bear & Red Moon** is soon to be re-released in a boxed version under the title of **Dragon Pass. . .**

. . . *Games Workshop* have been granted the official UK licence to produce both "official" and "approved for use with" **Traveller** material by *Games Designers' Workshop.* First official title to be released is **Leviathan, Adventure 4.** This is an adventure aboard the merchant cruiser Leviathan in the Out-Rim Void and was written by our own Bob McWilliams, editor of **Starbase** and creator of **The Sable Rose Affair (WD17)** and **Survival! (WD21).**

. . . *Judges Guild* have released **Wilderlands of the Fantastic Reaches** approved for use with **D&D** and concerns the south east of the City States; **Tancred** and **Darthanon Queen** are two adventures approved for use with **Traveller . . .**

. . . *Metagaming* have released **Grailquest, Microquest 3** for the **Fantasy Trip. . .**

. . . *Task Force Games* have released **Starfire II** following the success of **Starfire,** and **Spellbinder** in which warlock generals lead their armies into battle. . .

. . . *TSR* continue to add to their range of **AD&D Modules** with **A1 -- Slave Pits of the Undercity. . .**

. . . *FGU* are now boxing more products with **Space Opera,** science fiction role-play, and **Land of the Rising Sun,** role-play in the age of the Samurai being their new releases. . .

. . . *Group One* are a new American company with a licence from *GDW* to produce "approved for use with" **Traveller** items. First releases are **Encounters in the Ventura Quadrant, Encounters in the Corelian Quadrant** and **Mission to Zephor. . .**

. . . under licence from *Kalmbach Books, MAP* have brought out **Famous Spaceships of Fact and Fantasy,** a guide to modelling craft from Star Trek, Galactica, Star Wars, Space 1999, and the Apollo Programme. .

Molten Magic looks at some of the new science fiction and fantasy figures available. The code letters and numbers on the photographs are for identification and are not those used by the manufacturers. The manufacturers' code is shown in brackets after the title of each individual figure.

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An eager crowd awaits the opening ceremony.

Ian Livingstone and friends cut the ribbon.

The Games Workshop's security guard.

. . . On 4th October 1980, *Games Workshop* opened its new branch in Manchester. It was officially opened by *White Dwarf* editor Ian Livingstone with a little help from a dragon, a wookie, and a star patrolman. To take advantage of the opening offers, many people queued all the previous night, but first through the door was David Wood who snapped up a bargain copy of **Traveller.** Dave was followed by Mark Browne and Dave Annis. . .

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Contact: David Short at above address.

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Games: Anything considered, including *AD&D, Traveller, Boardgames, Ancients.*
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Place: To be arranged.
Contact: C. Parr, 45 Whitehouse Crescent, Nuneaton, Warwickshire CU10.

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Contact: Alan Frost Tel: 01-646 4003, or Jonathan Waite Tel: 01-764 7034.

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Contact: Alan & Charlie Daull, 46 Butlin Road, Luton, Beds. Tel: Luton 415173.

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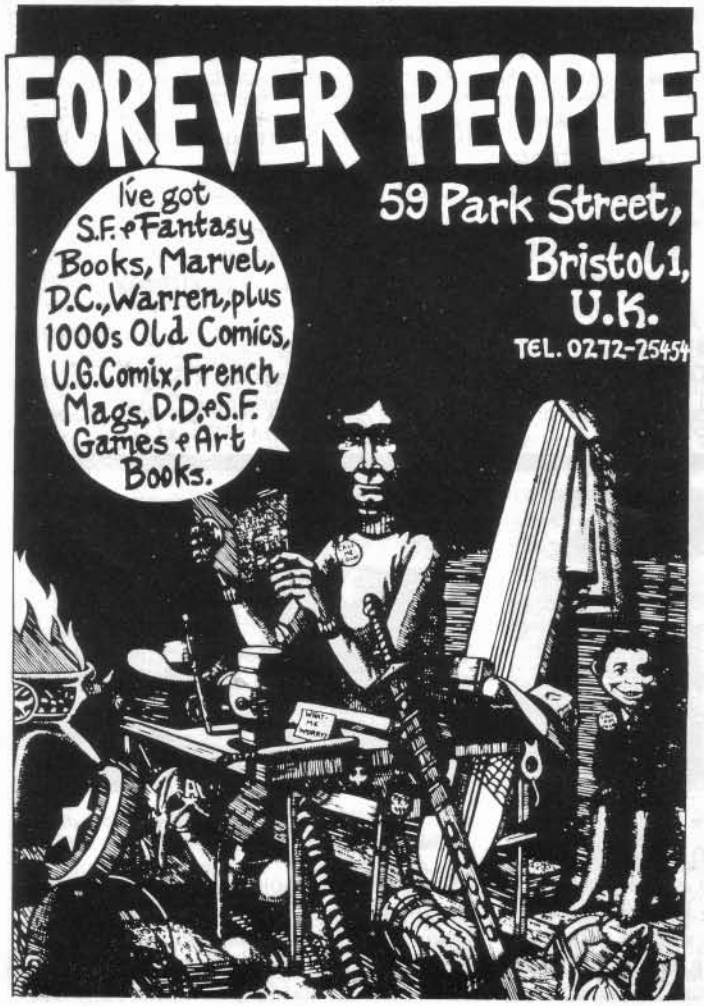

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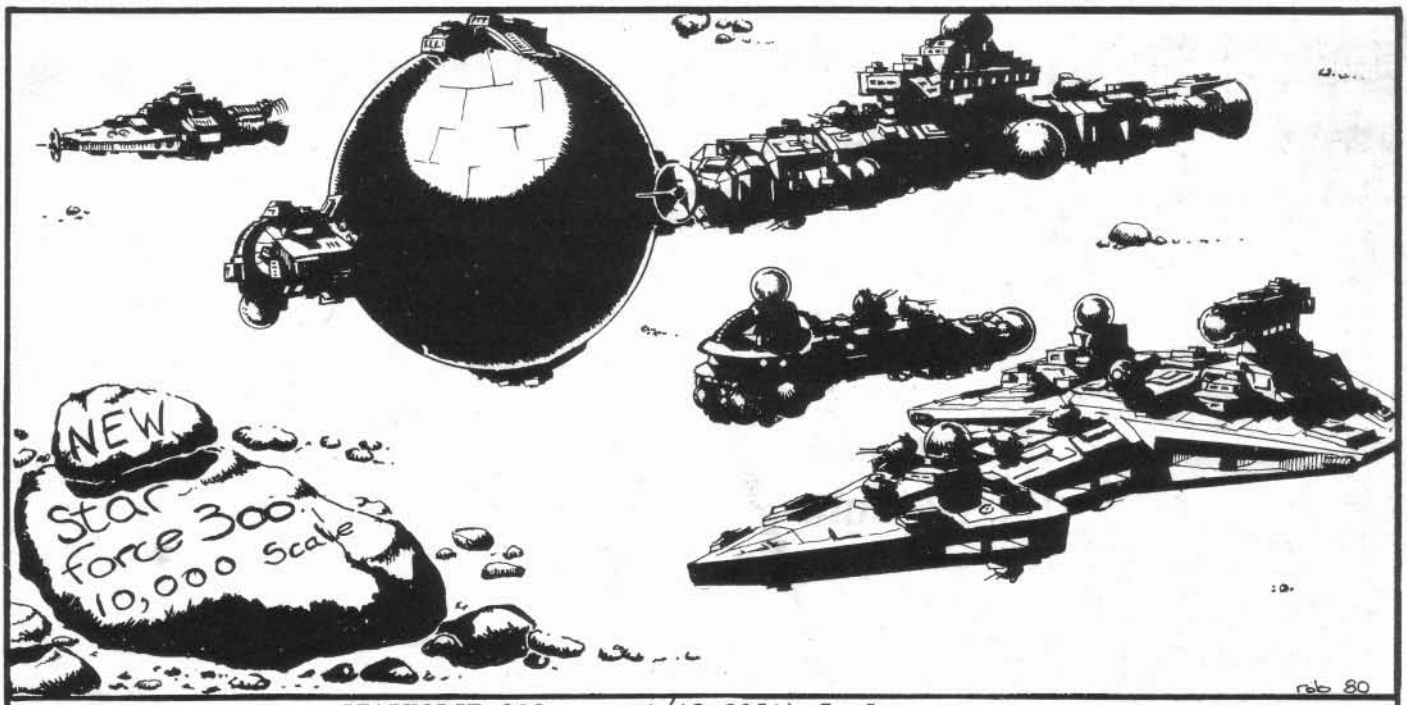

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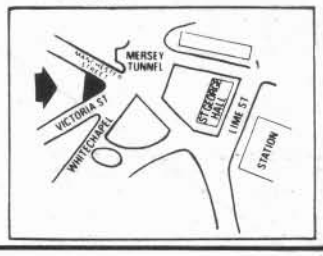

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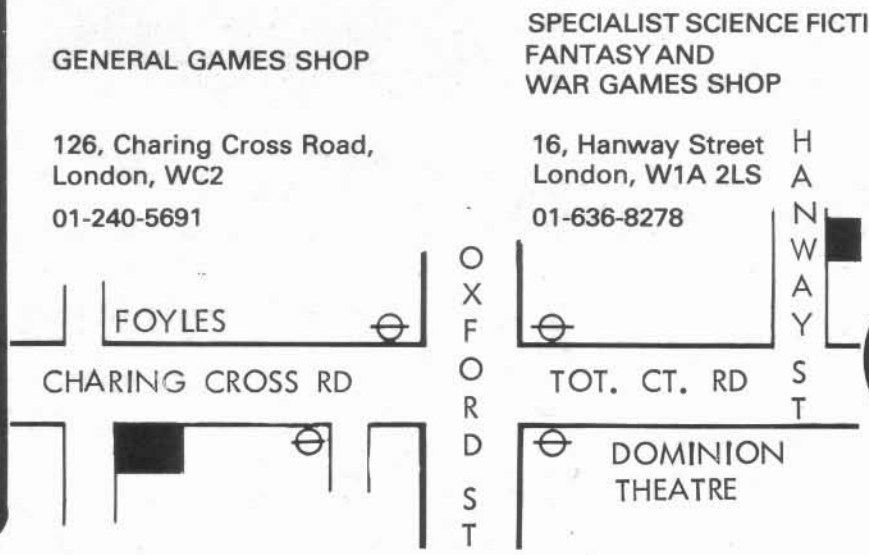

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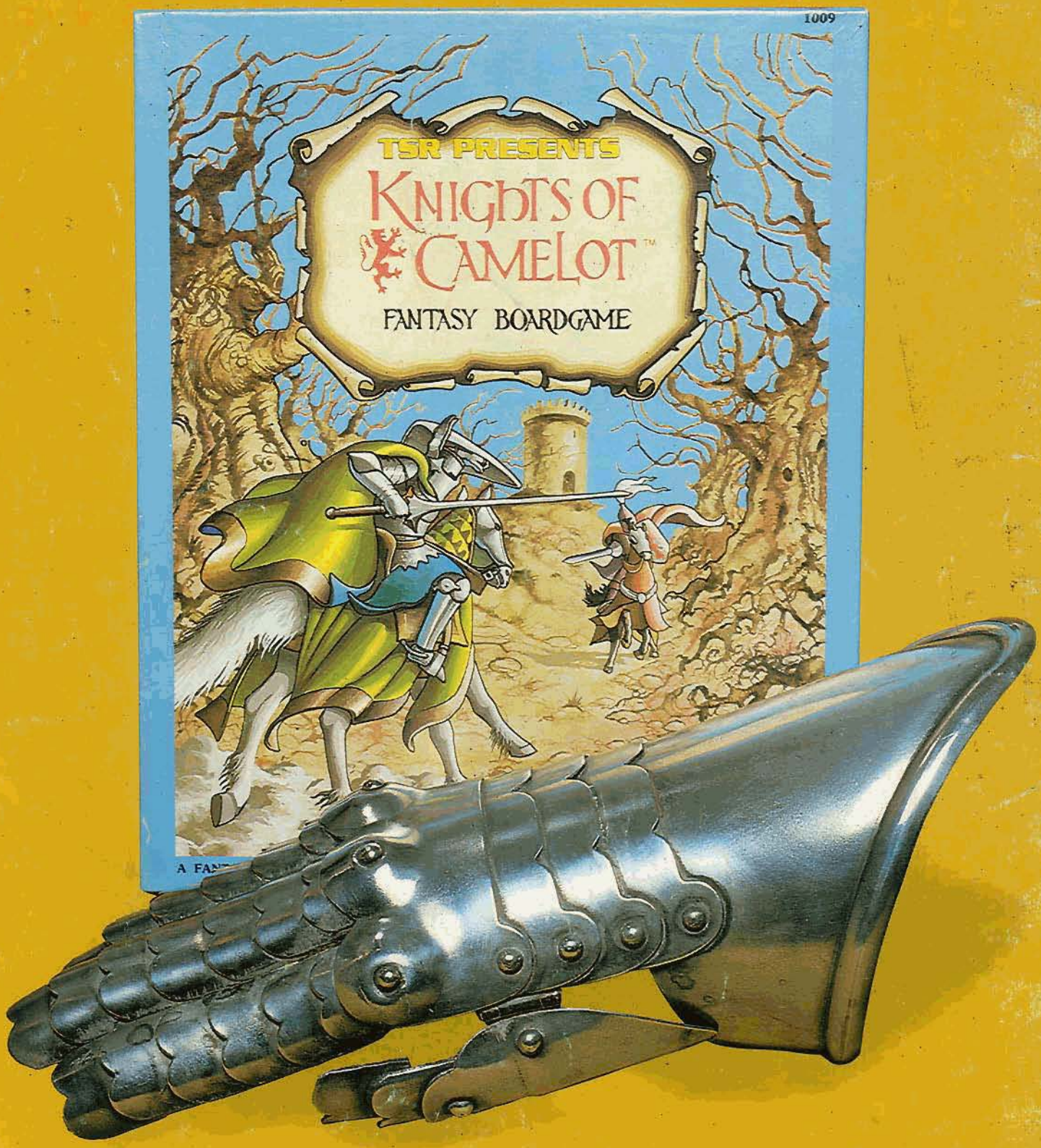

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